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GAME PLAYER'S STRATEGY GUIDE to GAME BOY™ GAMES

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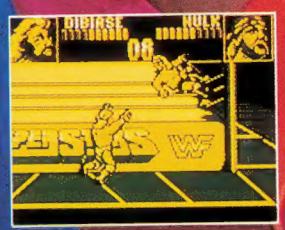

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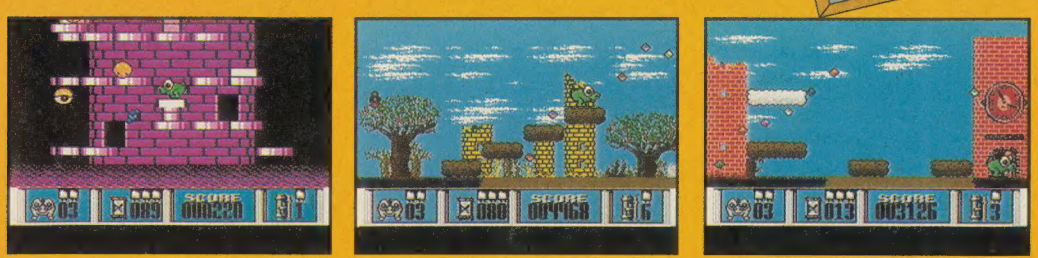

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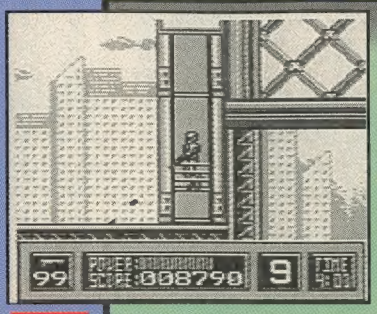
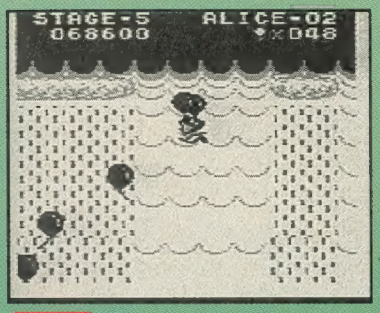


36



62

73

EDITOR'S NOTES.....4

MAILBAG.....6

CLOSER LOOK: GARGOYLE'S QUEST.....12
By popular demand, a second helping of info on this Game boy favorite

NEW PRODUCT ROUND-UP.....18
How to magnify, carry, illuminate, power, and amplify your Game Boy

INFO-RAMA.....23
Our new code-and-password department kicks off with a bang

A-MAZE-ING MAPS.....24
Bonus maps to help you unlock Mysterium

A SKATE OR DIE EXTRA!.....51
We go behind the scenes of Tour de Thrash *to talk with the men who inspired it and designed it*

IT'S A TURTLE WORLD.....54
Our readers love the Teenage Mutant Ninja Turtles, and prove it by sharing their favorite Fall of the Foot Clan *hints and tips*

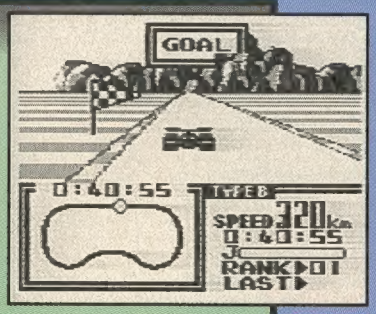
WHIPPIN' TAIL 56
A special set of maps to help you conquer Tail 'Gator

SUPER STRATEGY

MYSTERIUM.....26
NOBUNAGA'S AMBITION.....31
ROBOCOP 36

TABLE OF CONTENTS

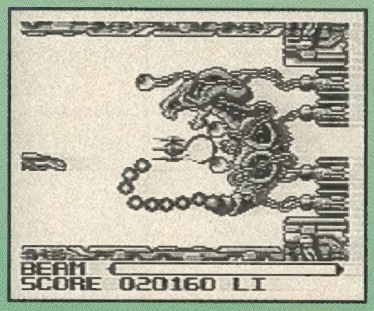
R-TYPE.....41
SKATE OR DIE:
TOUR DE THRASH.....46



68

REVIEWS

ALTERED SPACE.....60
BALLOON KID 62
BATTLE UNIT ZEOTH.....63
BURGER TIME DELUXE.....64
CAESAR'S PALACE.....65
CYRAID 66
F-1 RACE.....68
FINAL FANTASY LEGEND II.....69
FORTIFIED ZONE 70
MARU'S MISSION.....71
RADAR MISSION.....72
ROLAN'S CURSE.....74

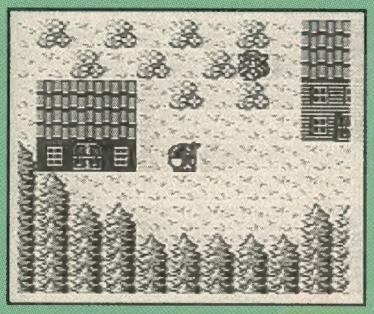


41

PREVIEWS

DICK TRACY.....75
FISH DUDE.....75
THE PUNISHER 76
SNEAKY SNAKES.....76
SPUD'S ADVENTURE.....77
TORPEDO RANGE 77
ULTIMA: RUNES OF VIRTUE 78
WHO FRAMED ROGER RABBIT..78
WORLD CIRCUIT SERIES.....79

DIRECTORY.....80



69

GAME Player's™ STRATEGY GUIDE to GAME BOY™ GAMES

May/June 1991

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MPA

THE EDITOR'S NOTES

Welcome to our May/June issue! Summer is almost here and, for many of us, that means vacation time. It's nice to know that no matter where you're headed, your Game Boy can make the trip with you.

Our New Product Roundup (p.18) features a number of accessories that can help you have more fun with your Game Boy this summer — and some of these products are especially suited for long trips or vacations.

Summer is also the best time of year for skateboarding. We've got lots of coverage of the new game *Skate or Die: Tour de Thrash* (p. 46), including interviews with professional skateboarder Bod Boyle and *Tour de Thrash* game designer Michael Kosaka.

In your letters, a number of you have mentioned that you want to see more maps in the magazine. Since we're eager to please, you'll find three mapping features, one on the wildly popular *Gargoyle's Quest*, and the others on two newer games, *Mysterium* and *Tail 'Gator* (he's the reptile with sneakers on this month's cover).

One of our best sources for game information, and one that's always appreciated, is you, our readers. We've been getting more mail than ever, and much of it contains great hints and tips. So we've put your expertise in the spotlight in three different parts of this issue. Of course, reader tips show up frequently in Mailbag. Now we've added Info-Rama, a new department that offers various codes, passwords, and special tricks. Finally, our *Fall of the Foot Clan* feature is loaded with your hints and tips.

Thanks to all of you who've written. And remember — whether you have questions, comments, passwords, or hints, keep writing! You're our best resource.

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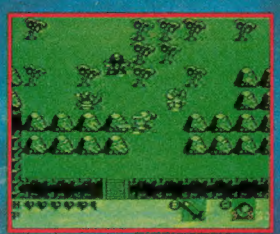
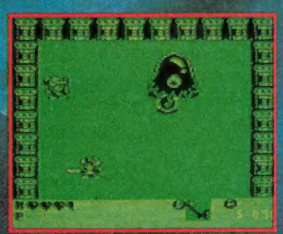


You'll discover an arsenal of weapons to use!



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Super Marioland

In world 3-2 of *Super Marioland* there is an elevator. In your magazine (Vol. 1, #2) you gave us the whole map to *Super Marioland*. If you look at block 7 in world 3-2 of the map, you will find a series of question boxes, bricks, and coins. If you break the center brick and jump where that brick was, you find an elevator. Ride the elevator to the top of the screen, then jump to the ledge on the left and go down the tunnel to get the extra coins.

Scott
Audubon, New Jersey

On behalf of our readers, Scott, we thank you for the tip.

Dr. Mario

I'm confused. The instruction manual for *Dr. Mario* says that each time you clear level 5, 10, 15, or 20 at medium or high speed, you'll see something special. But when I cleared level 5 on medium speed, I just went on to the next level. How do you get to see the special something?

Justin
Chester, New Hampshire

Beats us, Justin. Our resident *Dr. Mario* expert worked like crazy to see the "something special," but had no luck. How about the rest of you? If you've tried this, write us and share your results. We'll be following this story as it develops.

Back Issues

Were there any issues of *Game Player's Strategy Guide to Game Boy Games* published before January of this year? If so, how can I order them?

Suzanne
Waycross, Georgia

Yes, there were and yes, you can. We've published five issues (you're holding number six) and you can order our back issues directly from us. Here's the address:

Customer Service
Game Player's Strategy Guide to Game Boy Games
300-A South Westgate Drive
Greensboro, NC 27407

Our back issues go for $4.95 apiece, and that includes postage and handling. Please keep in mind that we can only accept U.S. funds. Also remember that it isn't a good idea to send cash through the mail. Try a check or money order instead. Finally, it's very important that you tell us which issue you want (the volume and issue number) and also give us your phone number in case we have a question about your order. Here's a brief rundown of what each issue covered:

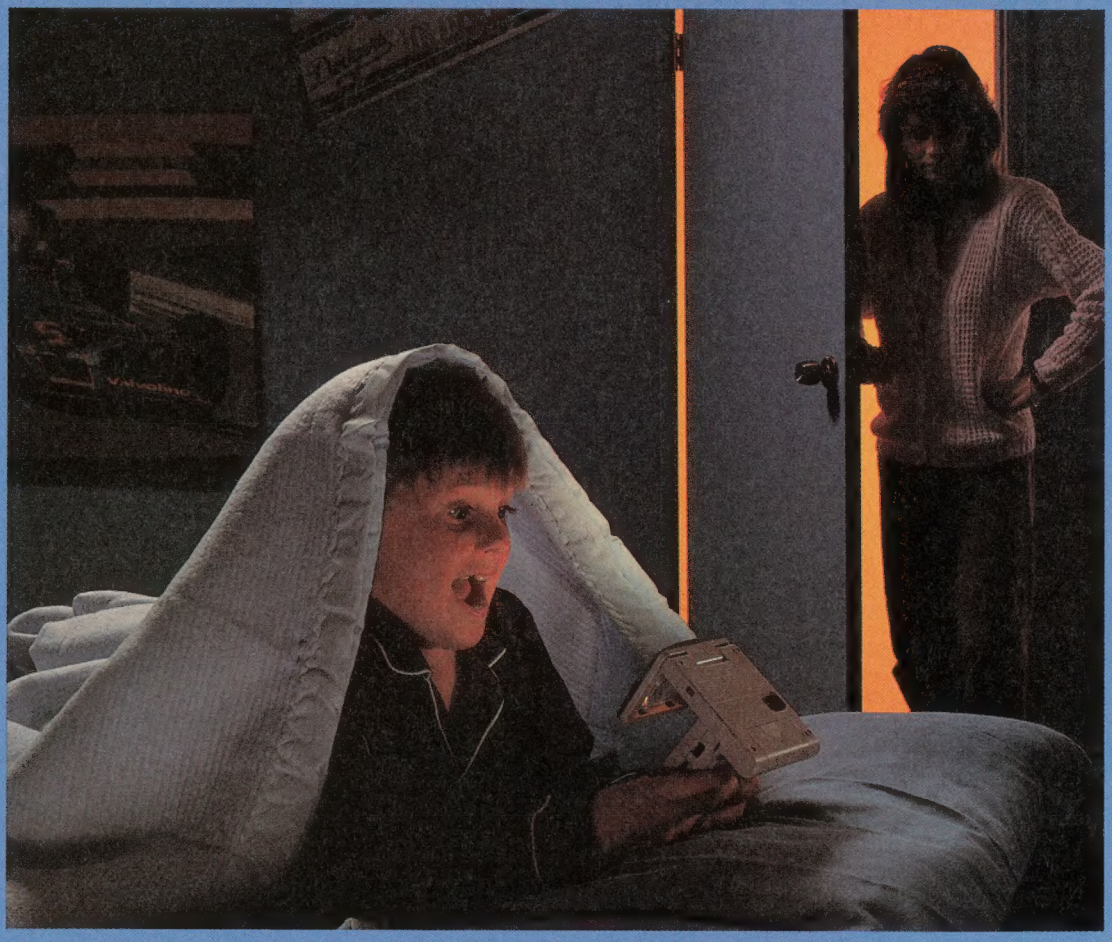
Volume 1, #1 — *Batman, Final Fantasy Legend, Double Dragon, The Amazing Spider-man,* plus guides to *The Castlevania Adventure* and *Wizards & Warriors X: Fortress of Fear.*

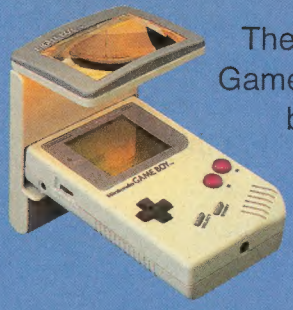
Volume 1, #2 — Complete mapping for *Super Marioland,* and a look at sports games for the Game Boy. Also featured: *Cosmo Tank, DuckTales, Nemesis,* and *Ghostbusters II.*

Volume 1, #3 — *Teenage Mutant Ninja Turtles: Fall of the Foot Clan, Mercenary Force, Gargoyle's Quest, Bubble Ghost,* and much more!

Volume 2, #1 — The top puzzle games, including *Dr. Mario.*

Light Boy is Bound to Attract Attention!





The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...

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Strategies for *Sword of Hope*, *Godzilla*, and *The Rescue of Princess Blobette*. Also: inside *Dragon's Lair*.

Volume 2, #2 — *Operation C*, *Mickey's Dangerous Chase*, *Gremlins 2: The Next Batch*, *The Hunt for Red October*, plus the 1990 GAME PLAYER'S Game Boy Awards, and more!

Double Tips

In *Gargoyle's Quest*, the last password given in the game is this: 56CD-E67C. It will leave you in the last town with 99 vials. Buy as many talis as you can. Proceed out of the town and go all the way to the right. Then go directly up and enter the cave that is nearby. This will lead you to the second and last castle.

For *Fist of the North Star* I have found that if you choose Falco and shoot all of the enemies, you'll win easily.

Jason
Nutley, New Jersey

Thanks for the tips, Jason. *Gargoyle's Quest* fans should take note of our special *G.Q.* mapping feature on page 12.

Final Fantasy Legend

I've been playing *Final Fantasy Legend* for a while now. My monster is a Dagon (his most powerful attack is a Whirl). My two humans have a glassblade, aezis shield, Masmune, and a laser, among other weapons. My mutant has a Great Pow and a few missiles as well. His other abilities are ESP, and a mirror. They are a fairly decent fighting crew.

I've traveled all across all of the lands, and have finally reached the Creator. I used all of my doors going back to 1F to resupply. Now I'm trapped on the last land, just my men and the Creator. One of us will go down fighting (as I've done many times, but I've used the magic of the reset button).

My question is this: Using all of my weapons and powers, is there a possible way to defeat the Creator? I added up all of the damage that I took off of him in one battle, and it equalled almost 5500!

I've come this far. Please help me finish the game. The Creator cannot be impossible to beat, can he?

Aaron
Ashland, Massachusetts

If you can drain 5500 points off the Creator, you should be able to beat him. All we can tell you to do is to hang in there and keep trying. You might also want to test out the attacks and magic spells of everyone in your party, since they have different effects on your enemies. Good luck, Aaron!

Wheel of Fortune

I've got a trick for *Wheel of Fortune*. If you have no idea what consonant to pick, move to the "Spin" setting and hold the A button. Time will freeze. Once you're ready to pick, remove your finger. If you want to freeze time, but you want to buy a vowel instead, move to the "Buy" setting and hold the A button. If you want to solve the puzzle but need more time, move to the "Solve" setting and press A. Move to "Del" and hold the A button. This even works during the Final Round.

Kevin
Cheyenne, Wyoming

Th nks, K v n! (You fill in the vowels.)

Batman

I have a tip for all those caped crusaders out there. In *Batman*, sometimes white or black blocks are so high up that Batman can't get to them to shoot them or gain items. Some blocks also seem unreachable or can't be reached without losing a life. This is

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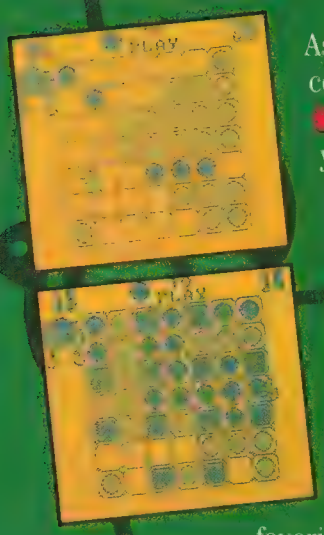

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true in stage 1-3 with the black block (which is an extra life) on the far side of the beam. When in a situation like this, shoot at the space under the blocks. Invisible blocks will suddenly appear. You can jump onto these blocks to reach the items. However, you may have to go to the right of the items and shoot to make the invisible blocks appear.

I've also got a question. I've made it to the Joker, and I've tried everything to destroy him, including the wave gun and the tranquilizer gun. What does it take to beat this clown?

Delmar
Pontiac, Michigan

Forget about defensive moves, Delmar. You need to go full offense against the Joker. Stand right next to him and keep hitting him. Don't worry about him beating you. If you're close to him while striking, you'll outlast him easily.

Wizards & Warriors X: Fortress of Fear

I have found 2 rooms in the second part of level 1-2. You jump over the wall on the left side of the screen. Do this again in the next room.

At the end of level 2-0, jump up above the door. There will be two free lives there.

Then, at the beginning of level 2-2, jump up to the top level. Then go back to the left and go over the wall, then go in the door to bypass level 2-2.

Tim
Dalton, Georgia

We appreciate your tips, Tim. You are indeed a wizard to be reckoned with.

The Bugs Bunny Crazy Castle

I have three codes that will help you in *Bugs Bunny Crazy Castle:*

Z1P2 = Level 68
W1F2 = Level 74
XHO2 = Level 80

Travis
Tupper Lake, New York

Thanks, Doc !

A Castlevania Question

I've been away from the U.S. in Operation Desert Storm. I haven't had a chance to see any of the new games that have come out, but I still enjoy playing the ones I have. I've been playing *The Castlevania Adventure* and I've made it all the way to the end (or so it seems). I get stuck at the part where Dracula turns into a giant bat and spits out smaller bats! I'm stuck. Help!

Terence
USS Theodore Roosevelt

Here's what you need to do, Terence: Position yourself on the right side of the screen. Strike the smaller bats when they appear. Your chances here will be greatly improved if you can find a whip that shoots fireballs. By the way, we hope you enjoy all the new games on your return home.

Pen Pal, Anyone?

I'm 14 years old and I own a Game Boy and an NES. I would like to hear from other readers, and I will answer all letters promptly.

April Aldous
1309 North Tulip Drive
West Chester
Pennsylvania 19380

GP

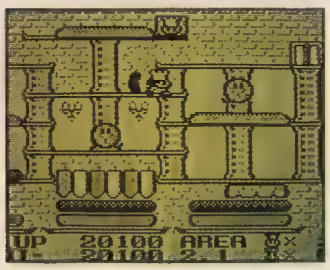
Wanted: A Few Good Readers

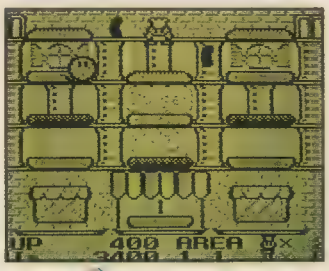
Actually, we'll take as many as we can get. We love hearing from you and discovering what you think about the world of Game Boy. Why not drop us a line and send us any comments, questions, hints, or tips you may have. You can reach us at: Game Boy Mailbag, 300-A South Westgate Drive, Greensboro, NC 27407.

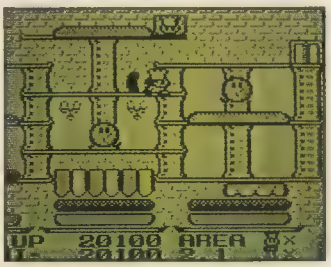
Due to the volume of mail we receive, we regret that we cannot reply to individual requests.

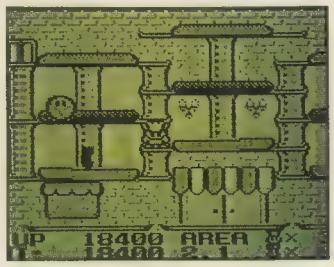
GIMME' THE WORKS!

Today's Special: ***Flame-broiled burgers piled high with all the works.*** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle – who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.









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San Jose, Ca 95125
(408) 286-7074

CLOSER LOOK: GARGOYLE'S QUEST

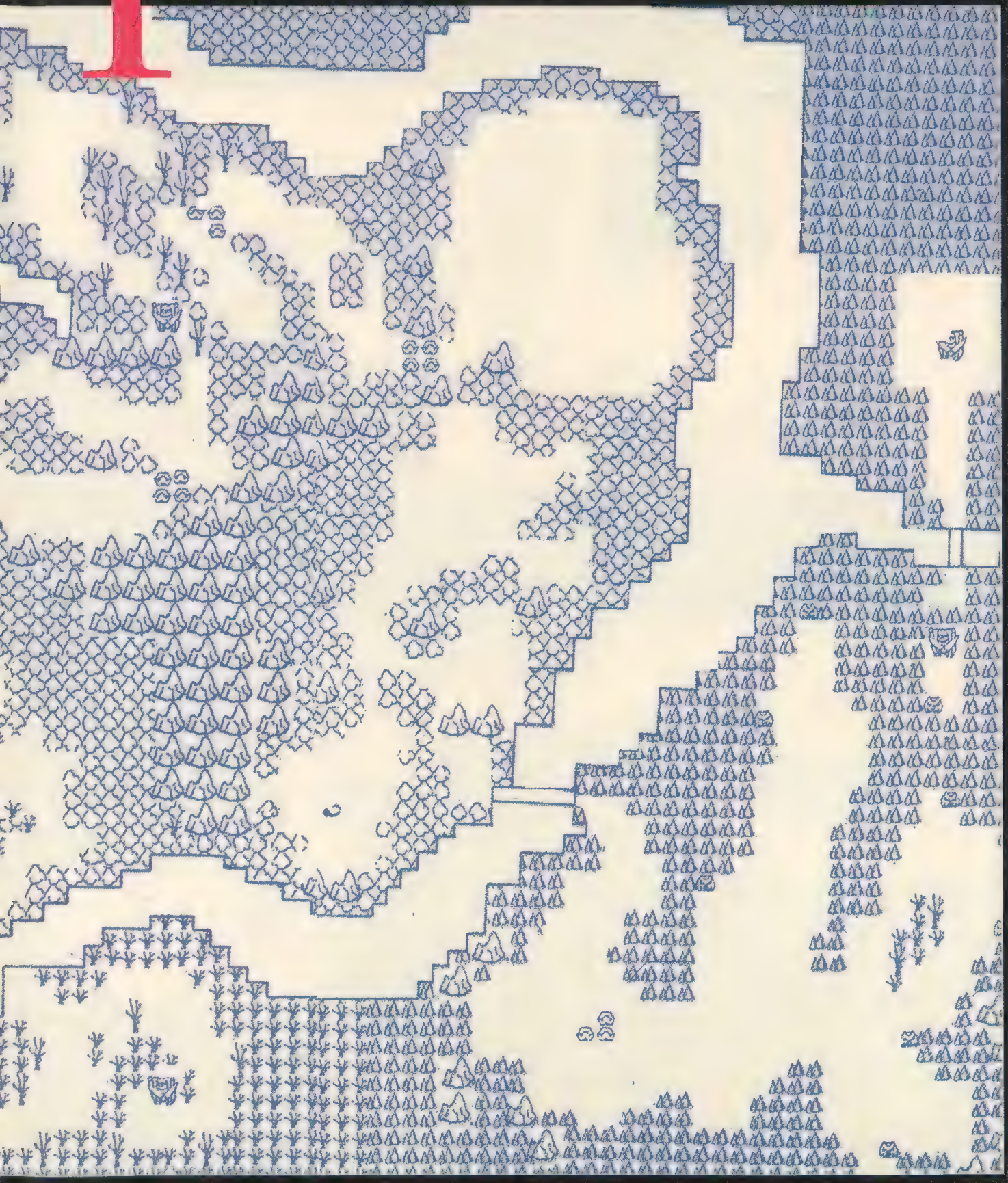
Gargoyle's Quest has proven to be one of the Game Boy's most popular titles. Game players have flocked to the adventure in droves, enjoying both the epic journey of the game and the action that enlivens it.

As Firebrand, the hero of *Gargoyle's Quest*, you search for the heir to the Red Gargoyle. Finding the heir is crucial to your kingdom. It's the only way peace can ever be restored. Since you're the guardian of the realm, this mission belongs to you.

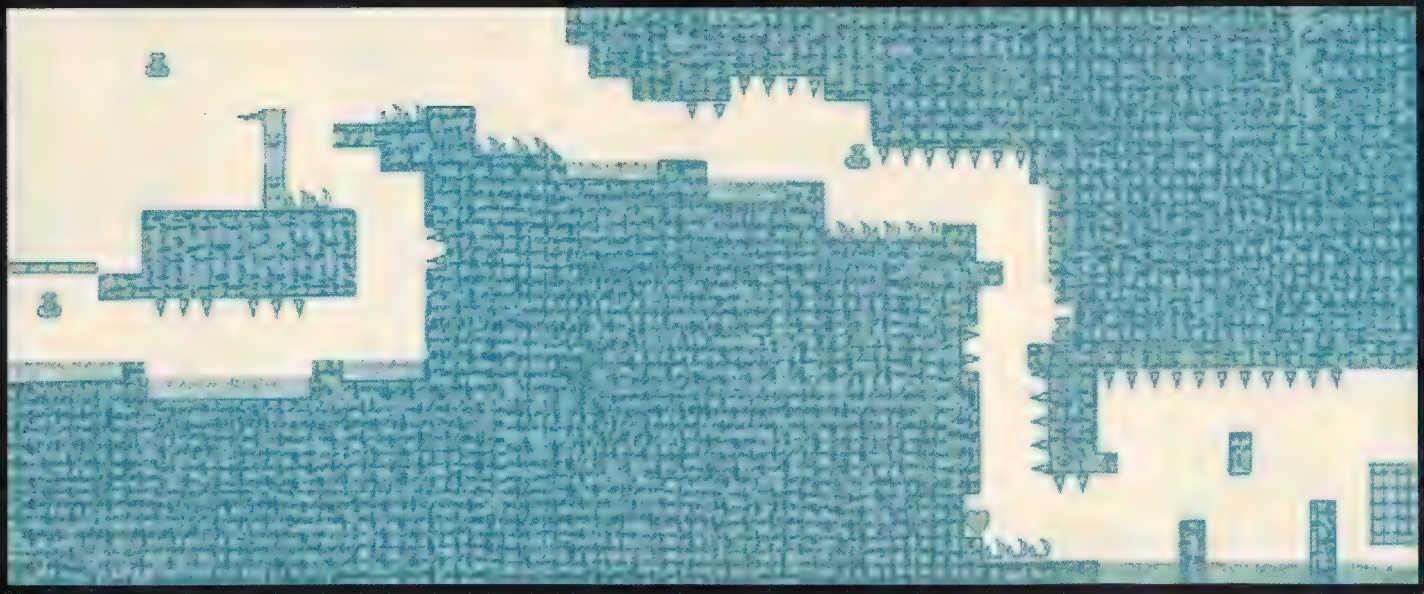
We first covered *Gargoyle's Quest* back in our November/December issue, but we're still getting a steady stream of mail about the game. Since so many of you are playing it, we've decided to offer some helpful, new information.

The accompanying maps are from some of the game's trickiest areas. We begin with an overview of the entire game, then give you an in-depth look at the first level. From there we move to levels two and five, and detail two particularly treacherous tower sections. We hope these maps help put you well on your way in *Gargoyle's Quest*. Good luck!

THE ENTIRE WORLD OF GARGOYLE'S QUEST



LEVEL 1



PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

1980, 1990 Namco Ltd. All rights reserved

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.

namco
The Game Creator

3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013

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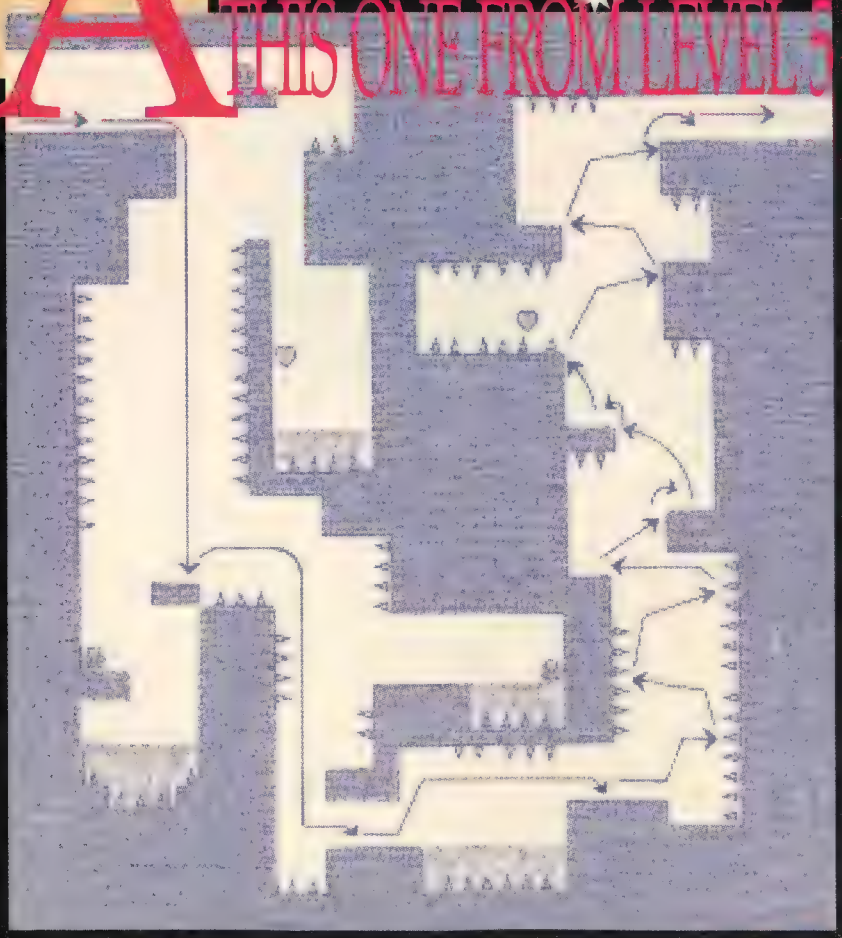
A TRICKY TOWER IN LEVEL 2

ANOTHER TOWER, THIS ONE FROM LEVEL 5



GP

GO! GO! TANK
Fulfill your mission in helping the tank reach its goal. It's non-stop scrambling fun with the most unique game ever. Go! Go! Tank!
GAME BOY
Nintendo
Official Nintendo Seal of Quality
Toei Animation Co., Ltd.

NEW PRODUCT ROUNDUP

The following accessories can be purchased at most department and specialty stores. If you can't find these products in your area, you'll find the manufacturers' addresses listed on page 80. Keep in mind that all prices listed are manufacturers' suggested retail prices and could vary from store to store.

The Game Boy Amplifier

Nuby Manufacturing Co.
$14.95
This product fits onto the bottom of the Game Boy and plugs into the headphone jack. It runs off of a single 9-volt battery. The Amplifier boosts and reprocesses the game sound into stereo, and then plays it through two small speakers.

The Protector, Plus

Doc's Hi-Tech Game Products
$21.99
This padded carrying case has room for 19 game cartridges and a Game Boy. An added pouch can carry the Nintendo rechargeable battery pack or Doc's AC Adapter. The case is made of black and orange nylon and contains several compartments which can be zipped up.

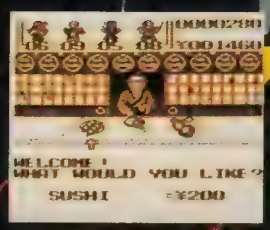
Doc's Light It!

Doc's Hi-Tech Game Products
$18.99
Doc's Light It! illuminates and magnifies the Game Boy. The Light It! sends the light inward from both sides of the screen. The magnifier blows up the screen by 1.5 times. For those wanting just an illuminated screen, the magnifier can be removed.

Let's Get Mercenary!

WINNER OF GAME Player's™ AWARD, TOP GAMES OF THE YEAR 1990

mercenary FORCE™



OFFICIAL GAME BOY GAME PAK

Licensed by Nintendo for play on the Nintendo® Game Boy™

Official Nintendo Seal of Quality

Over one hundred years ago during the mighty Shogun Era, the Lord of Darkness sent his fearsome army to terrorize the Japanese countryside. Using the Dark Lord's powerful magic, his evil minions spread famine, plague, and pestilence wherever they went, leaving the peaceful population hopelessly oppressed. It's up to you to recruit a lethal Mercenary Force from a band of deadly warriors and free the country from the Dark Lord's ruthless reign of terror.

Now Nintendo® Game Boy™ players can get mercenary with Meldac's completely new type of action/shooting game, MERCENARY FORCE. Voted one of the top 10 game introductions in 1990 by Japan's Game Boy Club Magazine, Mercenary Force brings superior graphics and incredible stereo sound to Game Boy™ software. So if you have a head for strategy and a body for action, what are you waiting for? **Let's Get Mercenary!**

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meldac

Meldac of America, Inc.
1801 Century Park East
Suite 2210
Los Angeles, CA 90067

For more information please contact:
National Sales Department
Telephone: 213/286-7040
Fax: 213/286-7039

Doc's Charge It!

Doc's Hi-Tech Game Products
$21.99
Doc's Charge It! is a rechargeable unit that rides piggyback on the Game Boy. After it's energized in a regular electrical outlet, Charge It! clamps around the sides of the Game Boy. An adapter plug makes the connection.

Carry Case

Nuby Manufacturing Co.
$10.99
The Carry Case is molded from hard gray plastic. It's built to hold a Game Boy and six game paks.

The Illuminator

Greer & Associates
$19.95
This device provides adjustable lighting. The casing fits securely around the top of the Game Boy. The light, which runs off two AA batteries, is mounted on top of a post that can be swiveled around for best results.

The Game Boy Magnifier

Nuby Manufacturing Co.
$7.95
Nuby's Game Boy Magnifier fits around the center of the Game Boy. The frame supports the magnifying lens, which rides above the game screen. The Game Boy Magnifier provides 2 times enlargement.

Doc's Cleaning Kit

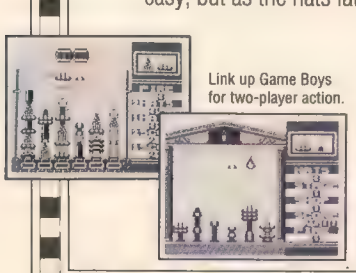
Doc's Hi-Tech Game Products
$8.99
Doc's Cleaning Kit lets you perform basic cleaning on both the Game Boy and Atari Lynx systems. The kit includes a powerful yet safe cleaning solvent and a swab brush designed to reach connection points.

CATCH HATRIS™

Hats off to Alexey Pajitnov–the creator of Tetris has done it again! This hot new video game has you frantically stacking...what else...hoards of hats! Down they come in random pairs. Stack five of the same type and you score. It looks easy, but as the hats fall faster, the game gets tougher.

If you like Tetris, you're going to love Hatris. It takes a minute to learn and a lifetime to master. So, if you catch anything for your Game Boy™this year...catch Hatris!

Also available from Bullet-Proof, Pipe Dream™for the NES and Game Boy.



Link up Game Boys for two-player action.

Use a fireball to burn unwanted hats from the top of a stack!

"The Best Games in the World"

Bullet-Proof Software

Available Now for Game Boy!

Hatris TM & ©1989 Paragraph. Original game design by Alexey Pajitnov and Vladimir Pokhilko. Tetris TM & ©1987 v/o Electronorgtechnica (Elorg). Tetris licensed to Nintendo ©1989 Nintendo. Original concept design and program by Alexey Pajitnov. Nintendo, NES and Game Boy are trademarks of Nintendo of America Inc. Bullet-Proof Software is a trademark of Bullet-Proof Software, Inc. ©1990 Bullet-Proof Software, Inc. All rights reserved.

Bullet-Proof Software, Inc.
8337 154th Avenue NE • Redmond, WA 98052 • Tel: (206) 861-9200

Pipe Dream is a trademark of LucasArts Entertainment Company. Original game design ©1988 Entertainment International U.K. Ltd. Original game concept by The Assembly Line.

The Game Pak Carry Case

Nuby Manufacturing Co.
$7.99
The Game Pak Carry Case is designed to store and carry up to 12 Game Boy cartridges. The gray nylon case is padded and includes a carrying strap.

Doc's Mini-Boomer

Doc's Hi-Tech Game Products
$14.99
Attached to the bottom of the Game Boy, Doc's Mini-Boomer boosts the Game Boy's sound. In addition to creating louder game sound, the Mini-Boomer runs the audio through two speakers for a stereo effect.

The Game Light

Nuby Manufacturing Co.
$9.95
The Game Light snaps onto the front of the Game Boy and illuminates the game from both sides of the screen. The unit can be used with the Nuby Game Boy Magnifier as well.

Doc's AC Adapter

Doc's Hi-Tech Game Products
$9.99
Very simply, this product plugs into a standard electrical outlet and lets you run your Game Boy off of regular household current.

INFO Rama

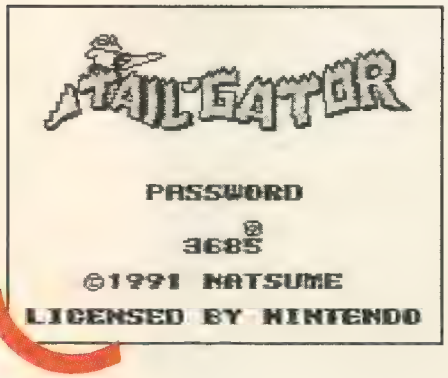
TETRIS

If you want level nine to be harder, try this: Turn on the Game Boy, and wait until the Number of Players prompt comes up. When it does, hold the directional control pad down.

—Scott Clarke
Toronto, Ontario

TAIL 'GATOR

On page 56, you'll find a selection of maps to assist you. Now here are a couple of passwords to help you get to Area Two: 6291 and 3685.



NINJA BOY

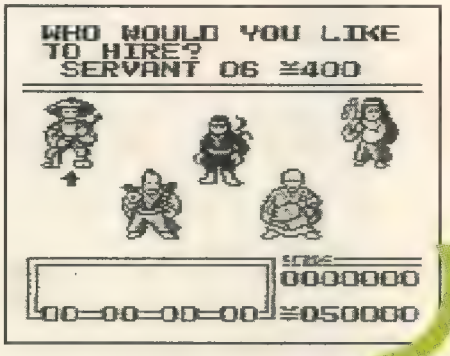
Here's how to continue on after you get killed: As soon as you die, press the A button and hold it down. Then press Start and release the A button when the game restarts. This should let you keep on playing.

—Steven Nelson
Santa Anna, California

MERCENARY FORCE

There's an easy way to score some extra money. All it takes is some fancy fingerwork. When the title screen comes on, press the directional controller pad up while pressing the Select, B, and A buttons at the same time. Make sure you're hitting them all at the same time. You've got to press them five times for this to work. Then hit Start. It may sound complicated, but it's worth it: You'll be receiving 50,000 yen instead of 5,000.

—Jason Casatelli
Nutley, New Jersey

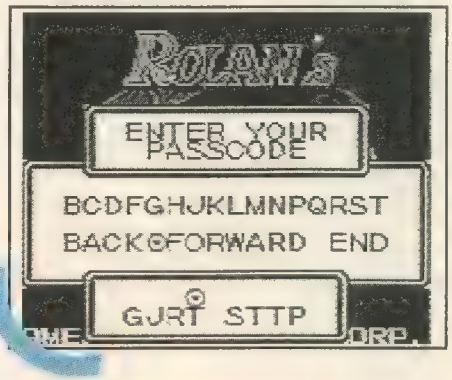


ROLAN'S CURSE

These are the passwords that give you the maximum hit points:

Stage One	GDRS	SKLL
Stage Two	GKRS	STJP
Stage Three	GJRT	STTP
Stage Four	GSRT	TKKP

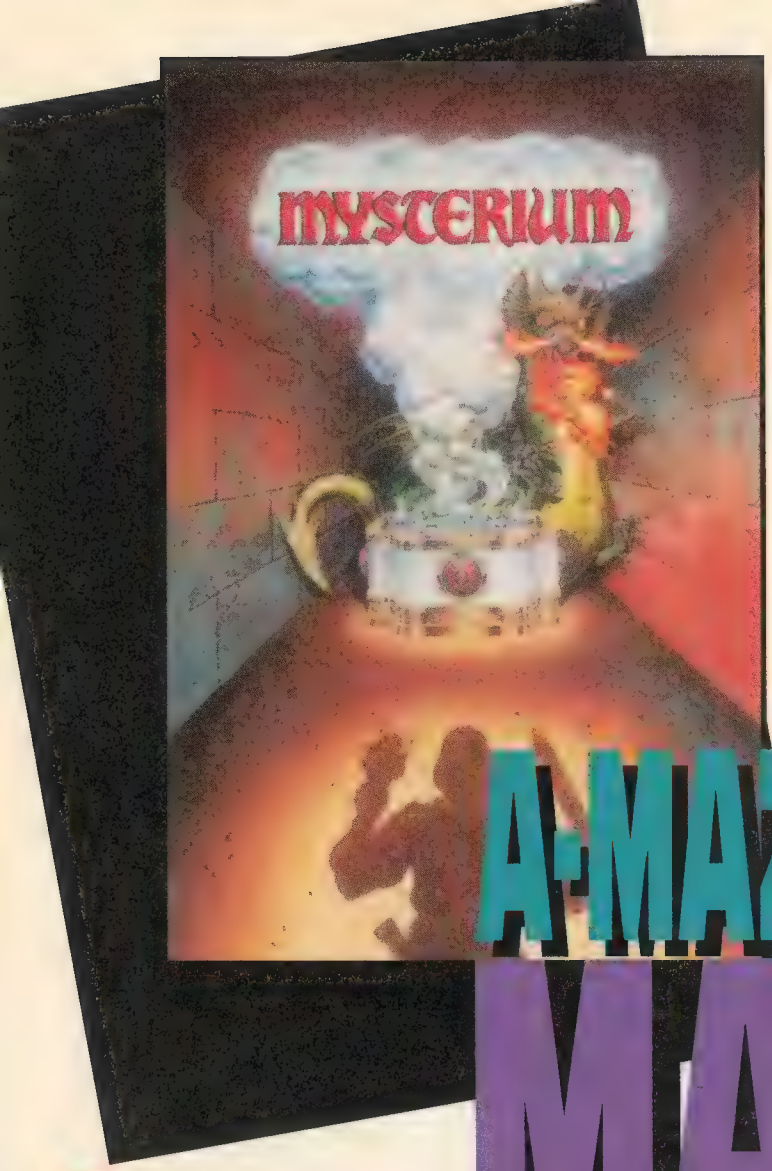
—Roger Thwan
Flushing, New York



THE HUNT FOR RED OCTOBER

You can begin the game with a secret weapon—25 extra lives! At the map screen, punch in this key combination: Press the A and B buttons at the same time, then hit the Select button. Then press the directional controller pad up and then down. You'll be sailing in unbeatable style!

GP

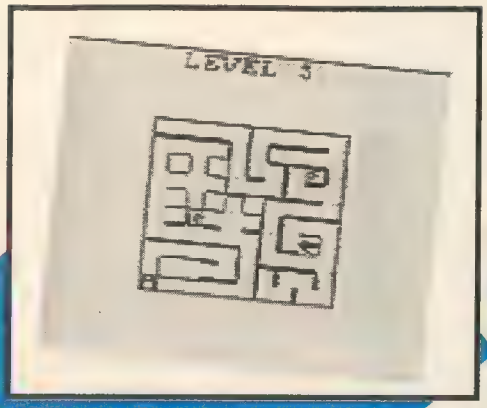


A-MAZE-ING MAPS

Inside the Mysterium

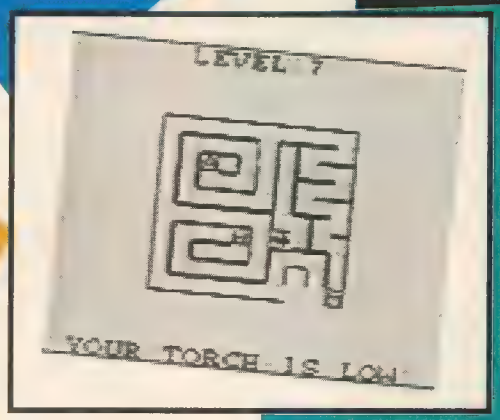
Mysterium, Asmik's challenging new maze game, is a tough test for most gamers. That's why we're offering a little extra help. Consider the maps on the following pages an important study guide. We won't guide you all the way through the game (where would the fun be in that?), so tackle the first three levels yourself. We'll meet you at the fourth level of *Mysterium*.

LEVEL 4

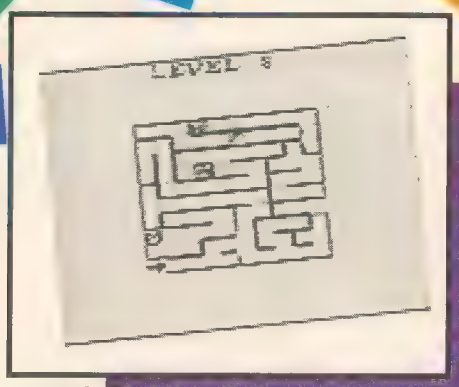


LEVEL 5

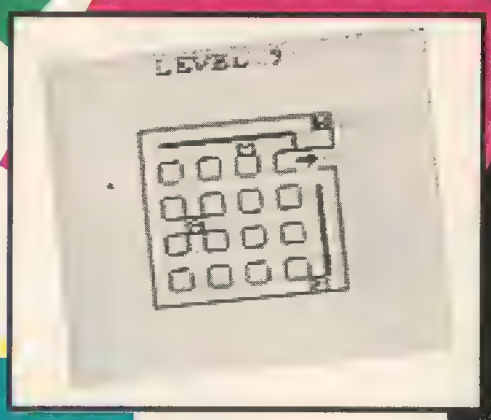
LEVEL 6



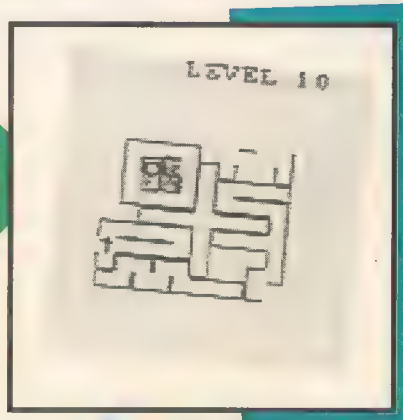
LEVEL 7



LEVEL 8

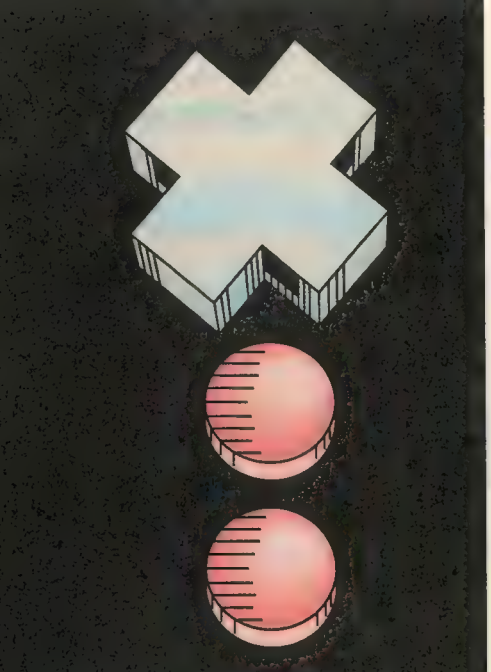


LEVEL 9



LEVEL 10

MYSTERIUM



Gary Meredith

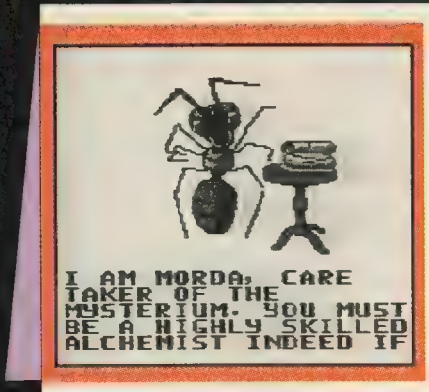
The study of alchemy is complex and difficult. You need to know more than just the properties of the metals and chemicals involved. If you want to turn other metals into gold, you must also learn the subtle changes in each substance when acted upon by acid, fire, mercury, and water. The master alchemist uses these chemical interactions to his advantage, to mold and shape his environment.

In **Asmik's** *Mysterium*, you are an apprentice alchemist. Your teacher is the famous Hermetrix. The old man has filled your head with facts, but now it's time for you to demonstrate a practical knowledge of this ancient science. You are sent to be tested in the Mysterium, a building constructed by the Arimasp, a friendly race of giant ants.

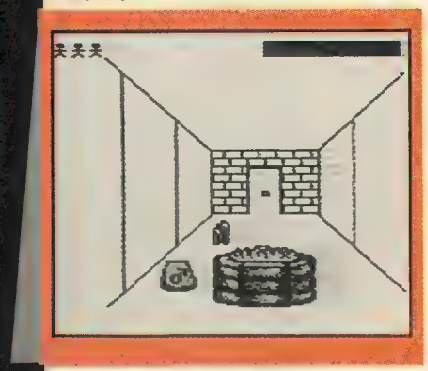
The Mysterium is riddled with passages that twist and turn in ways only a mutant ant would understand. Only when you've mastered the alchemist's secrets will you be given your final tests, the rescue of the Arimasp—ants and of Cadmia, the apprentice who tried before you.

Mysterium is one game you shouldn't jump into immediately. As an alchemist, you need to study the transmutation charts closely. Unless you know what a substance or item becomes during one of the four processes, your trip through the Mysterium will be a short one. And, keep in mind that you still must figure out how to use an item once you've transformed it.

Mysterium's design is good, even though the game's graphics aren't particularly exciting, and calling up the inventory items is a bit awkward. Arcade fans should look elsewhere for action, but anyone with a taste for complex brainteasers would be well-advised to check out *Mysterium*.

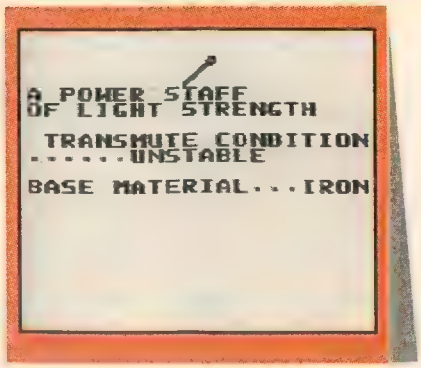


Be sure to listen to Morda's advice throughout the game. As caretaker of the Mysterium, he knows quite a lot about the seemingly endless corridors you must travel.

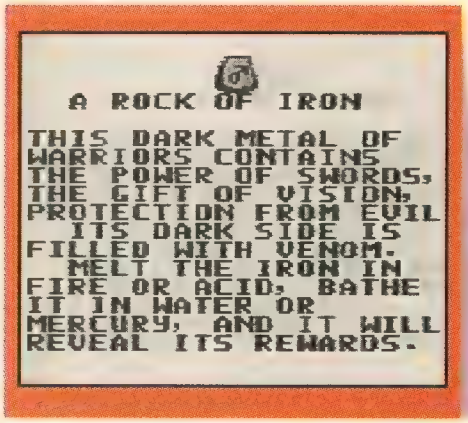


You'll want to pick up everything you find, especially the rocks of different minerals, since they can be transmuted into useful items.

It's a good idea to check your inventory screen often. Also, decide on a strategy for your quest, and transform your objects accordingly.

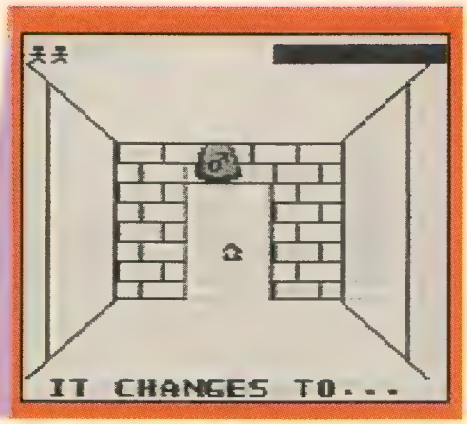


Whenever you pick up an item, you'll want to quickly become familiar with the properties and potential of your discovery.

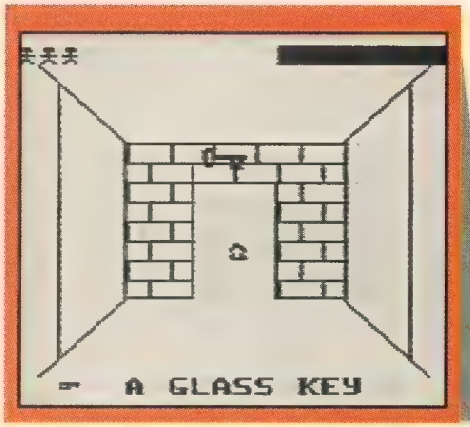

A ROCK OF IRON
THIS DARK METAL OF WARRIORS CONTAINS THE POWER OF SWORDS, THE GIFT OF VISION, PROTECTION FROM EVIL
ITS DARK SIDE IS FILLED WITH VENOM.
MELT THE IRON IN FIRE OR ACID; BATHE IT IN WATER OR MERCURY, AND IT WILL REVEAL ITS REWARDS.

Iron can be one of the most useful of the minerals, as long as you're careful about the processes you use it on. For example, iron with mercury creates a ray sword, but iron with acid makes a monster.

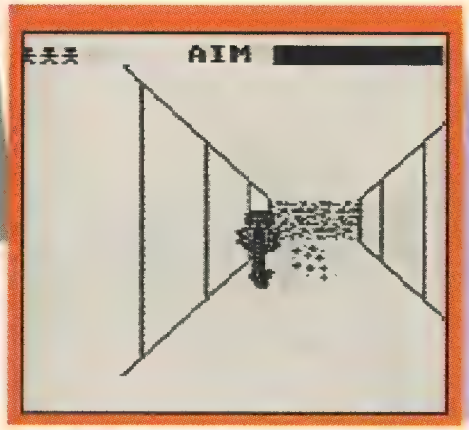
Throughout the game, Help screens are ready to give you helpful hints on the transmutation processes.



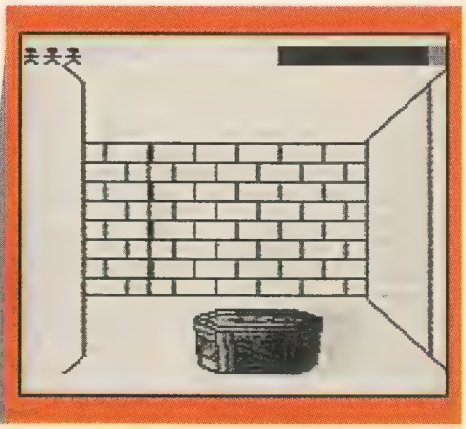
When you come to a pool containing one of the four processes, check out your inventory for possible transformations you can perform.



Keep in mind that many of the doors in the Mysterium are locked and require keys for entry. This should influence your transmutation choices.



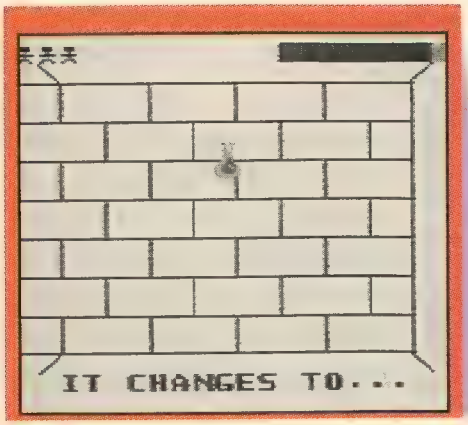
You won't get very far into the Mysterium before you discover that you're not alone. Remember that many of the creatures you meet are carrying valuable items, such as keys.



Check your transmutation charts carefully before throwing an item into a pool. A haphazard toss into the water probably won't produce anything deadly, but you might lose a valuable object or mineral.

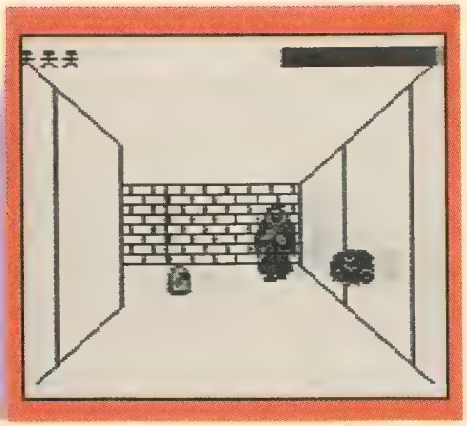
HINT

Be careful what you dip your items into — you wouldn't want to turn your best weapon into rust powder. Record what effects the chemicals have on each item, so that you don't risk losing something important.

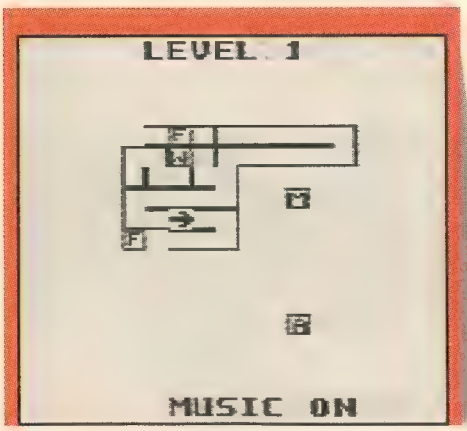


So you've managed to make an ill-advised transmutation, and now all you're left with is a flask of red dust. Don't worry — a little water can turn the dust into a red key.

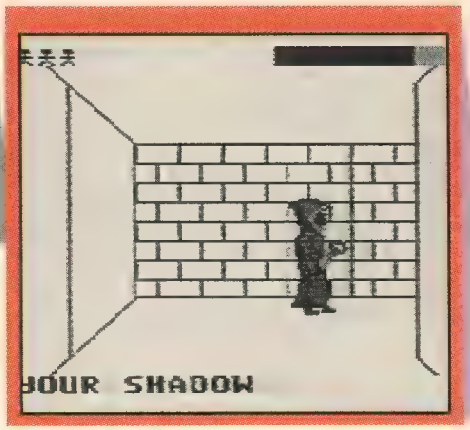
If you have an iron rock, you may want to try this two-part transmutation before venturing forth into greater danger. You can produce a red rose of healing from the chelidonia herb.



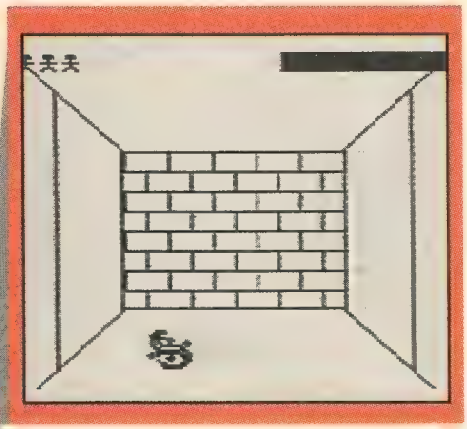
Who says it's foolish to be afraid of your own shadow? In the Mysterium, it can become a deadly enemy.



Because the corridors of the Mysterium can seem confusingly alike, it's a good idea to check your map often, so that you don't revisit territory you've already explored.



Whenever your shadow attacks, stay back and keep firing. Getting too close gives all the advantage to the shadow.

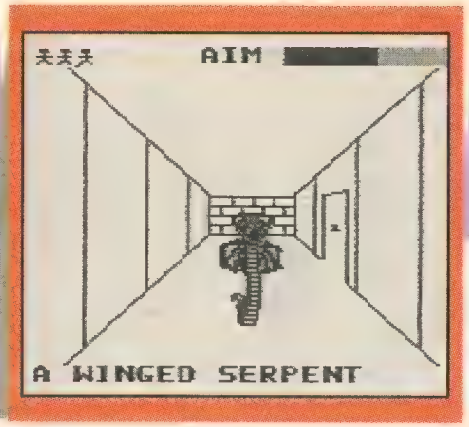


Don't worry — this lizard is only a figurine, and is not about to attack you. Watch out, however, for what lies around the next few corners.

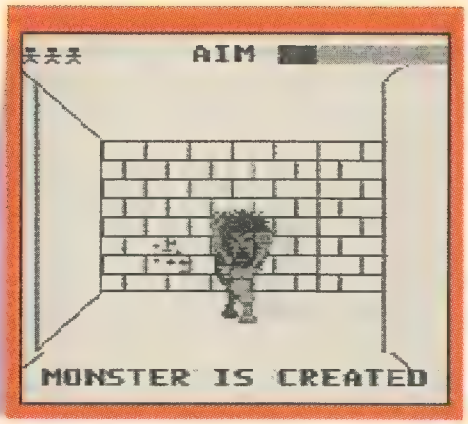
HINT

While this game has its own self-mapping feature, it's wise to draw up your own maps and use those we've included on pages 24 and 25. You should include the locations of pools, items, doors, and the keys needed to open those doors.

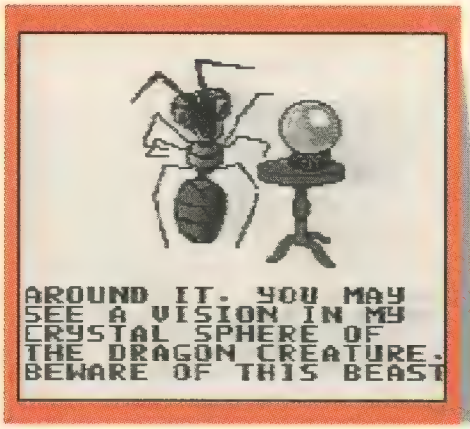
The lizard statuette is pretty to look at, although you can't figure out exactly how it might help you. Hang on to it, and you'll discover its use in one of the later levels.



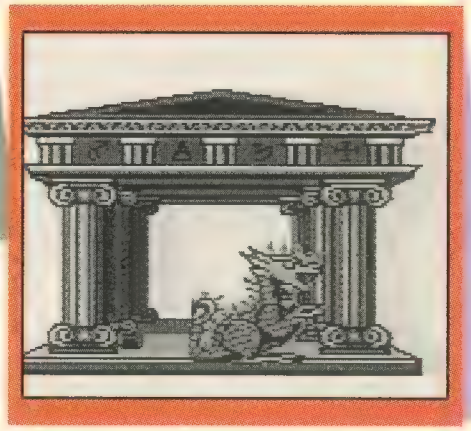
Monsters that you meet, such as this winged serpent, cannot be transmuted — although they are often the result of a transmutation.



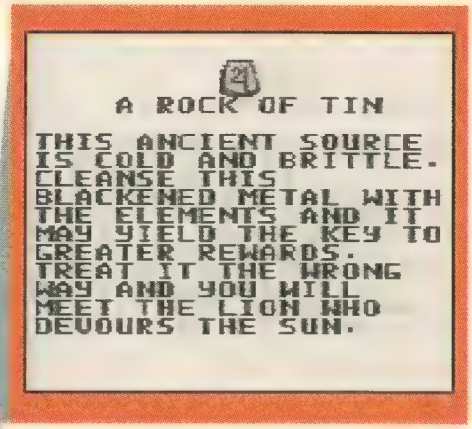
Here's one instance where you actually want to produce a monster. Once you've created this monster by dropping iron into acid, you can kill it and acquire a glass key.



Even this far into the Mysterium, you can still communicate with Morda the Arimasp. Considering the future he's predicted, you may be better off not knowing your fate.



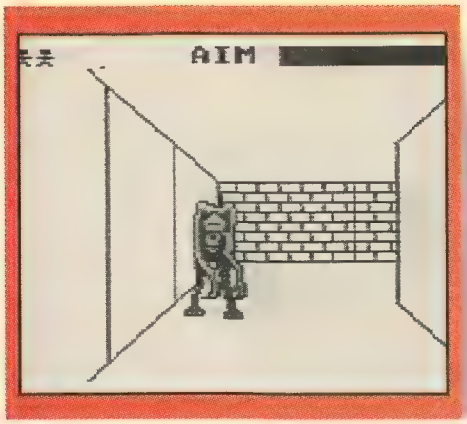
If the images forming in Morda's crystal ball are accurate, things are about to heat up for you.



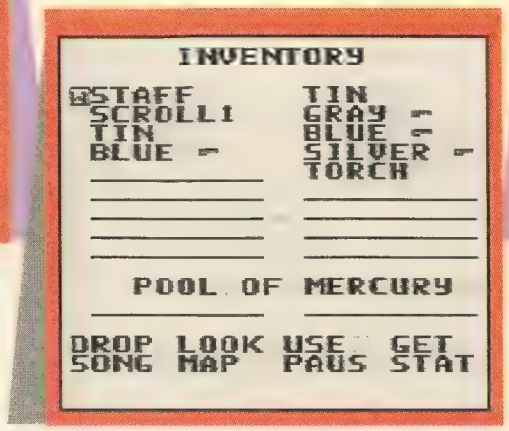
As with all minerals, there's a right way and a wrong way to handle a rock of tin.

HINT

Sometimes you'll be warned not to mix an item with a certain chemical because it will produce a monster. Go ahead and mix away, though, as long as you have enough life energy to fight. You may gain an important item from your defeated enemy.

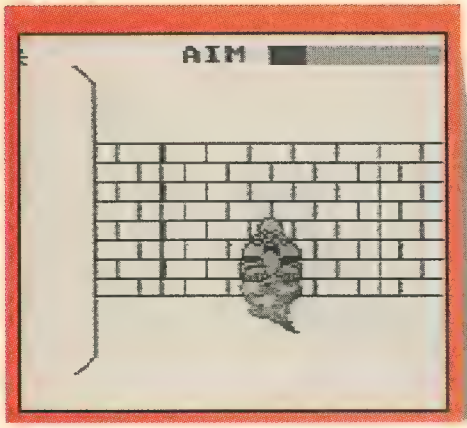


The closer you get to your final goal, the weirder the monsters become.

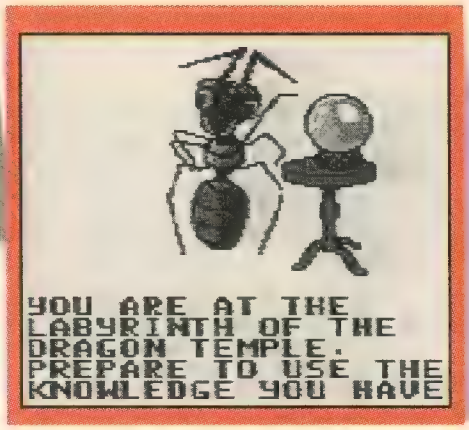


By now, you should have a large inventory of keys. Because you're near the end of your quest, you may have to transmute some of the keys into more useful items.

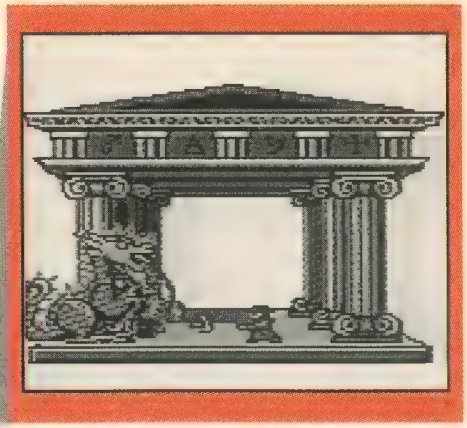
When you begin to see the saltigrade spiders, you know that you're getting very close to the end of your mission, and a meeting with the dragon creature.



The hostile Djinn blocks your way to the chamber where Cadmia, your predecessor, is being held.



It seems that Morda has a habit of telling you the things you *don't* want to hear. Let's hope that you paid attention to his prior warning, and possess the suitable weapon.

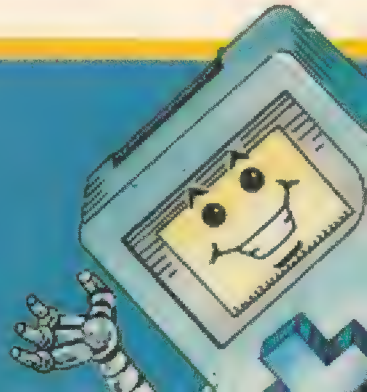


With everything on the line, you'll need your best weapon in hand. In this case, it's the trusty ray sword of light strength.

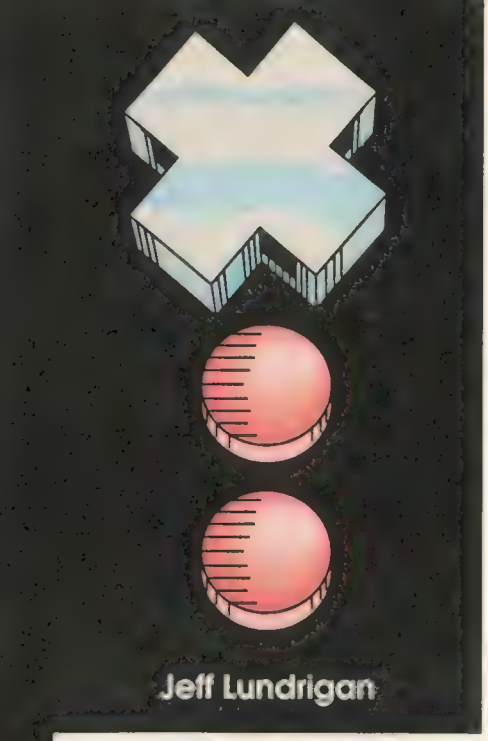
GP

HINT

The dragon creature at the end of the game looks unbeatable. However, he's actually a pushover if you use the right technique. Creep up to the edge of the dragon's flame breath, then sneak under it when he inhales. At this point, one good shot with your sword is all it takes.



NOBUNAGA'S AMBITION



Jeff Lundrigan

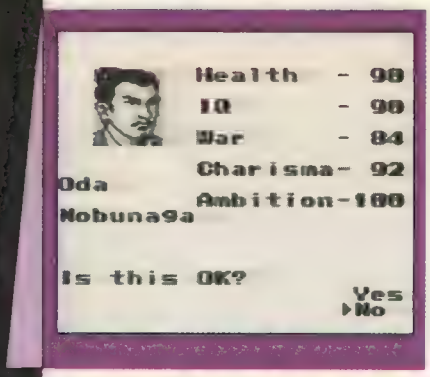
During the 15th and 16th centuries, the island nation of Japan experienced almost constant warfare. During this time, known as the "Sengoku-jidai," or Civil War Period, dozens of individual warlords battled among themselves for control of the country. These warlords were utterly ruthless, and their fighting skills were equalled only by their treachery.

Oda Nobunaga was ruler of the Owari province, but in 1560 he began a series of military conquests and clever diplomatic moves designed to expand his territory. He was so successful that by 1582, Nobunaga controlled half of Japan. He was only steps away from ruling the entire country.

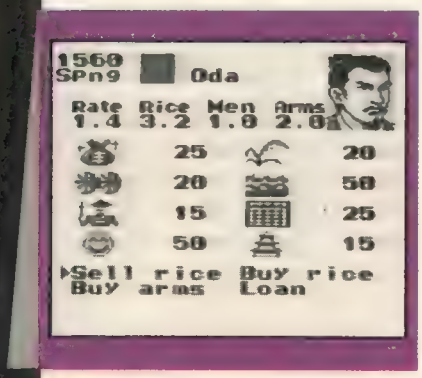
However, in June of 1582, one of Nobunaga's own generals, Akechi Mitsuhide, betrayed his leader's trust and attacked Nobunaga. Trapped and faced with certain defeat, Nobunaga took his own life. His dream of ruling Japan was never fulfilled. But in *Nobunaga's Ambition*, you get the chance to succeed where the real Nobunaga failed.

The PC and NES versions of *Nobunaga's Ambition* have been around for a long time, and now **Koei** has released a version for Game Boy. Is it possible to squeeze a "historical simulation" of such incredible depth and detail down to Game Boy size?

The game *has* been simplified a little, but overall the Game Boy version retains much of the same strategic challenge as the original. There are even some new features, such as being able to hire samurai soldiers to lead your troops and carry out your orders.

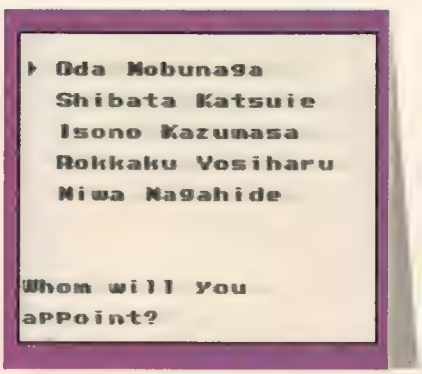


If you don't like your warlord's abilities, it's a good idea to ask for a new set of numbers. A few points can make a big difference.

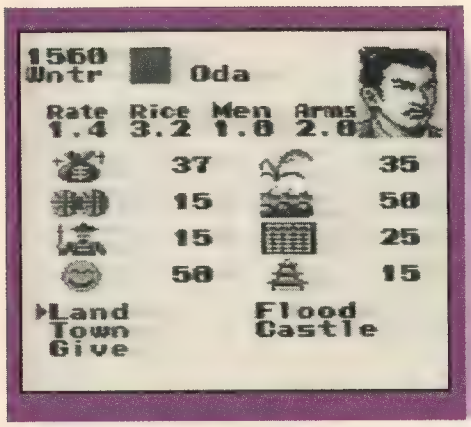


You'll need gold. Sell rice if there's a merchant around. Don't sell too much, though — a province with no food is very easy to conquer.

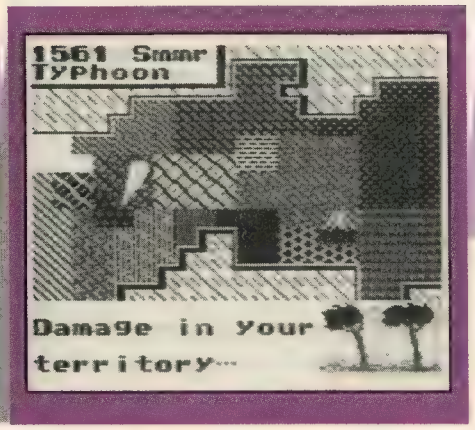
You can recruit new samurai through the Hire command, but wandering samurai will occasionally offer to join your forces.



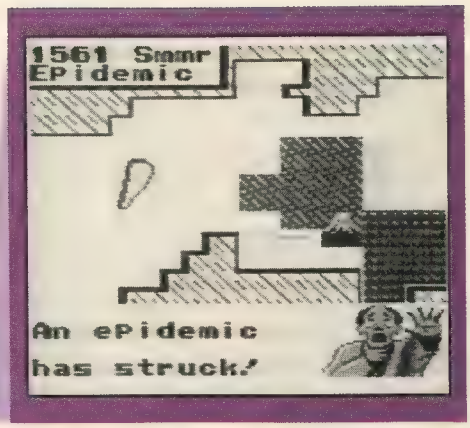
Generally, the warlord himself is the best choice for a task, but any samurai with high Intelligence can carry out a Develop command.



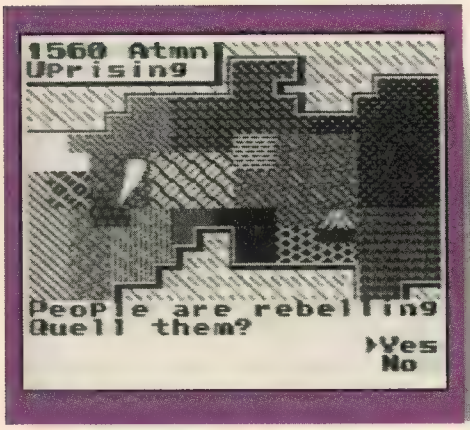
For the first few turns you should concentrate on building up your Land and Town values, and wait awhile before recruiting more soldiers.



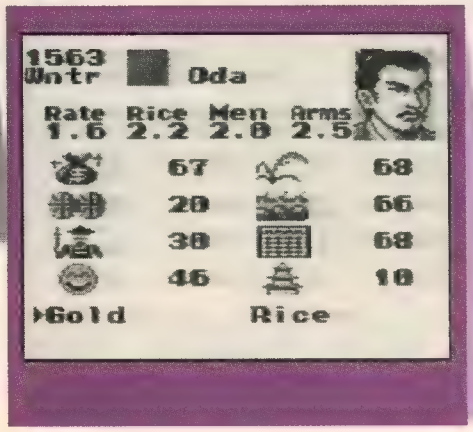
Typhoons can be devastating to your Land and Town values, especially when playing at higher difficulty levels. Flood Control is a bargain considering what you could lose, so don't neglect it.



Epidemics are more likely if Flood Control is high, and they cause much damage to your province. However, if your Loyalty, Town, and Land values are high to start with, you can recover pretty quickly.



Peasant uprisings can usually be prevented by keeping your Loyalty score high. If an uprising does occur, stopping it will cost half your rice and gold, but the province will be more stable afterward.

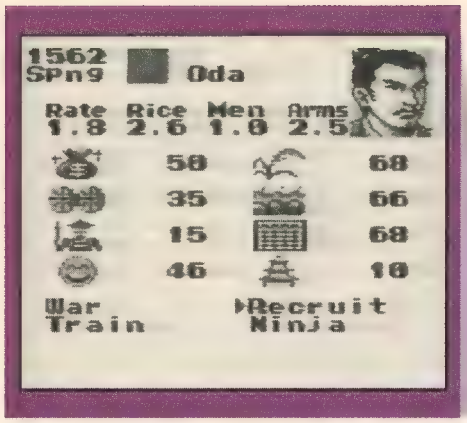


Increase your Loyalty rating by giving gold or rice to the people. Always make sure your gift is presented by the samurai with the highest Charisma — usually the warlord himself.

You'll almost always have a good harvest if your Loyalty rating is above 95. It can cost a lot to get a rating that high, but the results are well worth it.

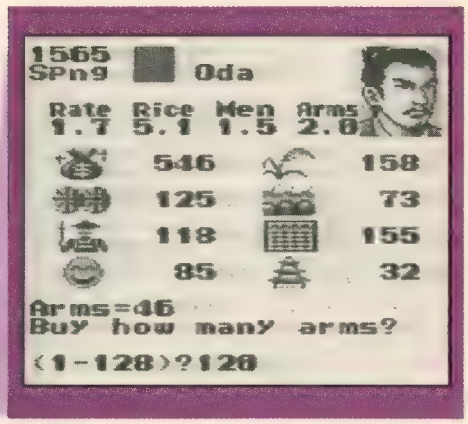
HINT

When using the Give command to raise loyalty, you can use either gold or rice, but you'll need the same amount of whatever you use. If rice is selling for more than one gold piece, sell rice and give gold. If rice is selling for less than one gold piece, it's cheaper to buy rice and give that as a gift.

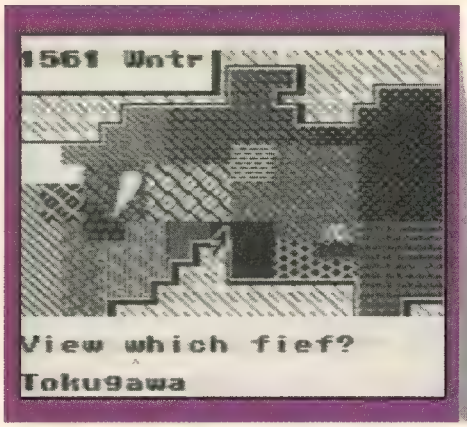


When recruiting soldiers, don't go overboard. Remember, you have to feed and pay these guys, too. Don't build a bigger army than your province can support.

Neighboring territories can attack without warning at almost any time, so when you're low on money and can't develop anything, make sure you use the time to train your army.

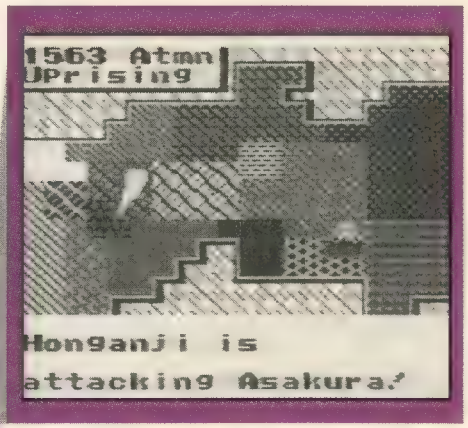


Your Training level is more important than Arms level, but if you have a little extra money to spend, a weapons purchase isn't a bad idea.



It pays to keep informed about your neighbors. Viewing another province doesn't cost anything, and you can do it as many times as you have samurai available to do the job.

A good time to attack another province is when it's low on rice. Even a large army can be defeated if their food supply is very low. All you have to do is avoid the enemy until they starve.

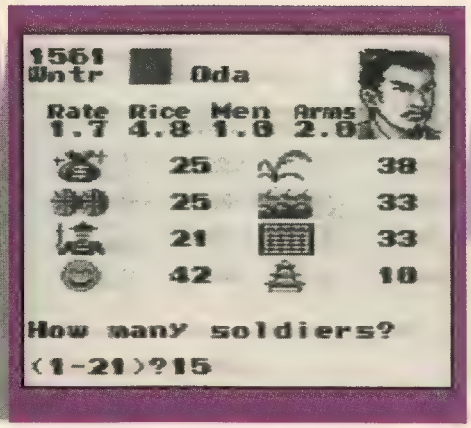


Watch for times when two other warlords attack each other. One of them might waste his military strength in the attack, and leave himself almost defenseless.

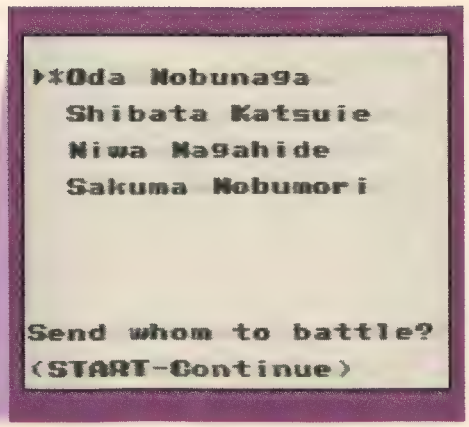
HINT

The provinces of Aki (Mori) and Miyoshi are traditional centers of trade. So when you're expanding your territory, try to conquer one of these. If you do, you'll almost always have a merchant available to do business with.

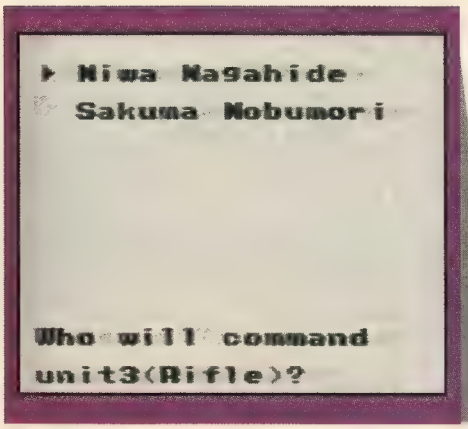
If one of your neighbors has a civil war on his hands, he'll be weakened. This might be a good time to attack and take his land.



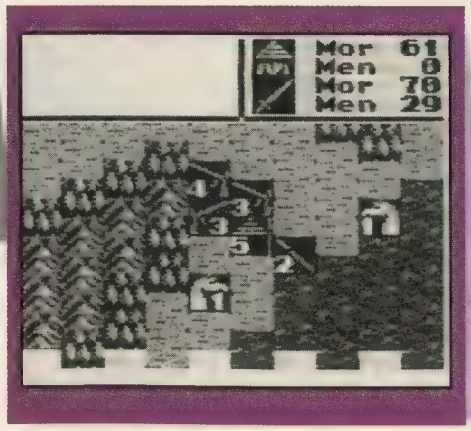
When invading another province, remember to leave some soldiers behind. If you don't, you're likely to have the province taken from you while you're gone.



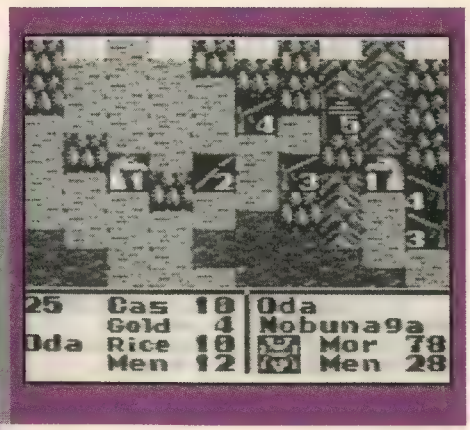
If you send the warlord himself into battle, you'll make your troops more effective in combat. But remember, if you're invaded while the warlord is away, it's more likely that you'll be conquered.



Rifle divisions need samurai with high War ability to lead them. Infantry commanders should also have a high War ability, but Intelligence is required as well.



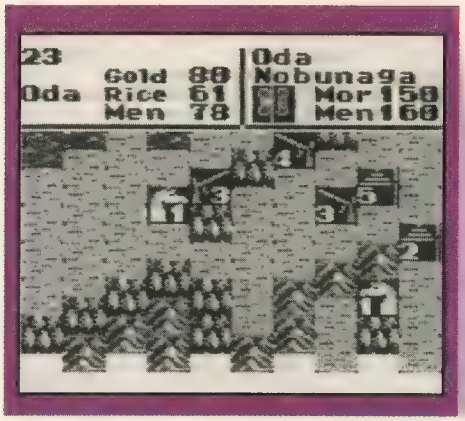
It's best to attack the enemy one unit at a time, and surround him with as many of your units as possible. This will wear the enemy down, and keep your losses low.



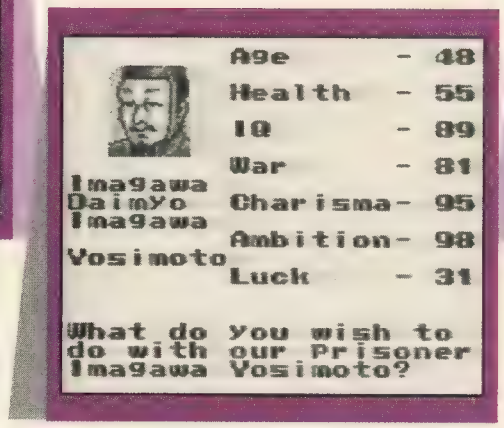
Take advantage of the terrain if you can. Nobunaga's province has a narrow pass that only one enemy unit can go through at a time. Surround the pass, and you can often repel a much larger army.

HINT

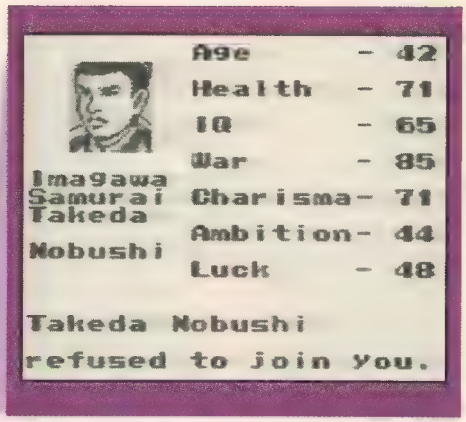
If you view a neighboring province and see that it has no rice at all, choose war. Send one soldier with one unit of rice, and your worst samurai as commander. You'll win that war automatically.



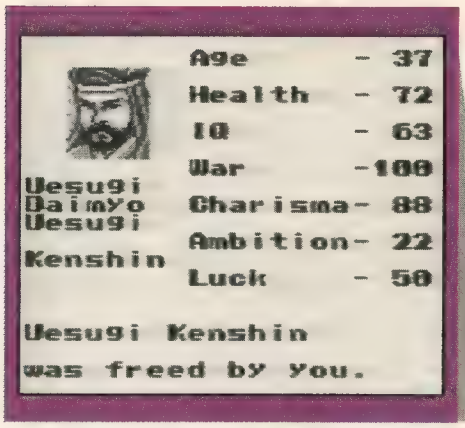
Although unit 1, the command unit, is very powerful in battle, you'll lose the war if the unit is defeated. You're better off letting the command unit hold back and only using it if you have to.



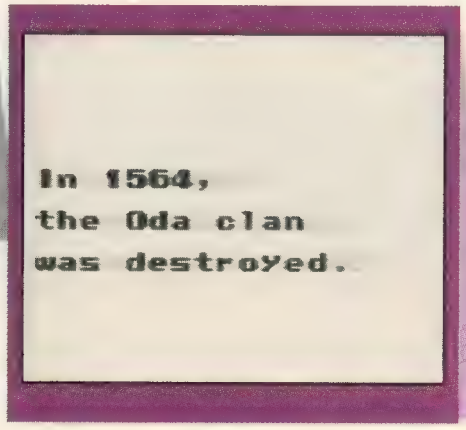
If you win the battle, you'll have to decide what to do with captured enemy samurai. A prisoner can be hired or even set free, but if he has high ambition, it's safer just to lop off his head.



A prisoner with low Ambition is probably worth hiring if he has a high Intelligence, War, or Charisma score. See if you can persuade him to join your army.



If you free a prisoner, you might get the chance to hire him later, but this is unlikely. It's more likely he'll be hired by someone else, so just behead him.



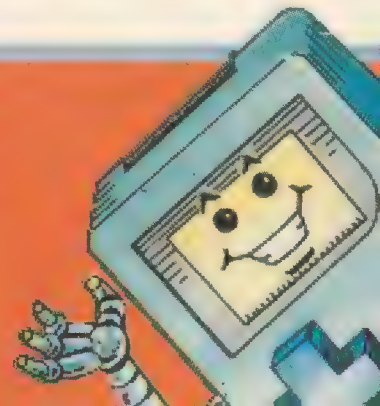
If you lose a battle and your warlord is killed, you can continue playing by choosing a successor. If your entire clan is wiped out though, the game is over.

If you're brave, lucky, and above all, smart enough, you'll eventually fulfill your destiny and rule all Japan.

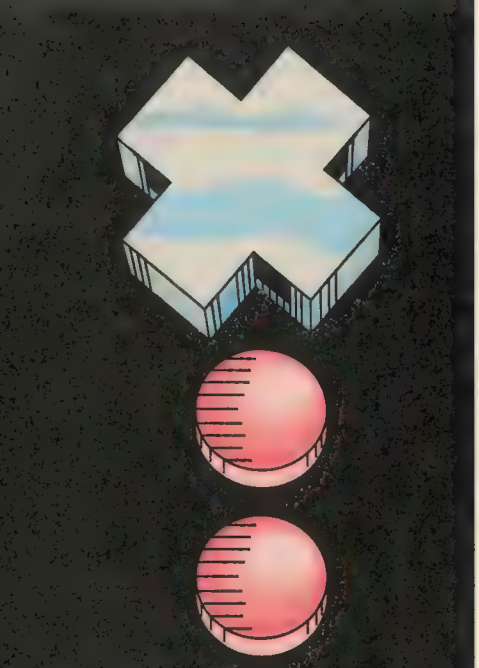
GP

HINT

You can save the game at any time, so put in the habit of saving before going into battle. If things go badly, you can always restart the game before the battle began and try a different strategy.



ROBOCOP



Brian Carroll

The place: Detroit.

The time: The near future.

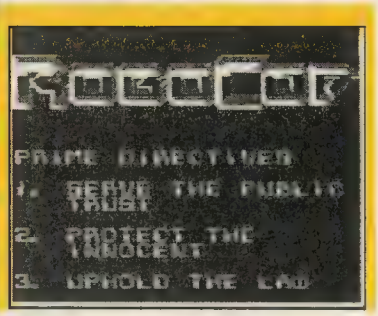
The plot: A cop gunned down in the line of duty is transformed into a state-of-the-art cyborg by the corporation hired to run the city's police department. Omni Consumer Products gave Officer Frank Murphy a titanium body, then erased his memory and programmed his mind.

But there's at least one hitch in the plan. There are some things a man never forgets—not even a dead man. This hi-tech, "perfect" law enforcer is still troubled by the memories of his human existence, particularly of his violent death. So, with the best weaponry on the planet, RoboCop sets out on a trail of revenge to nail the thugs who killed him. It's a trail that mysteriously leads back to where he started.

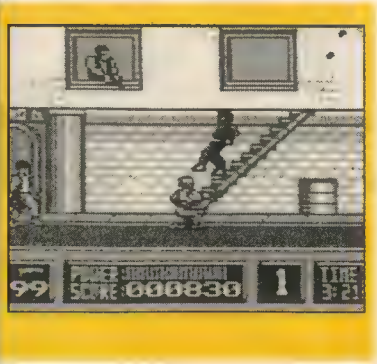
Ocean of America's *RoboCop* is based closely on the first *RoboCop* movie and arcade game. That's good news for Game Boy players because the 1987 blockbuster movie was slick, sharp, and action-packed. The Game Boy edition is just as smooth and spirited.

RoboCop's action takes place in ten stages, each more difficult than the one before. To get through them, you have to patrol the city's punk-infested streets, rescue hostages, identify Motown's Most Wanted, and infiltrate OCP headquarters to put a stop to the corporation's shifty practices.

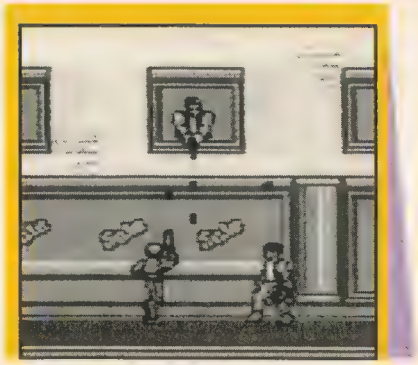
Like other scrolling adventures, you must collect items that restore your energy and boost your weaponry. You've also got to avoid enemy fire, and eliminate most everything that steps in your path. Unique challenges, such as freeing the captives in levels two and ten and identifying the villain in level four, add variety to the otherwise straight-ahead action.



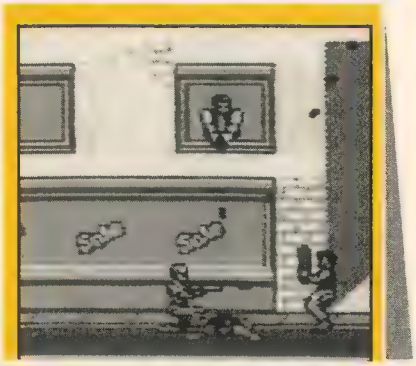
One of your primary commands, Directive 4, is cloaked in mystery. You'll find out why later in the game.



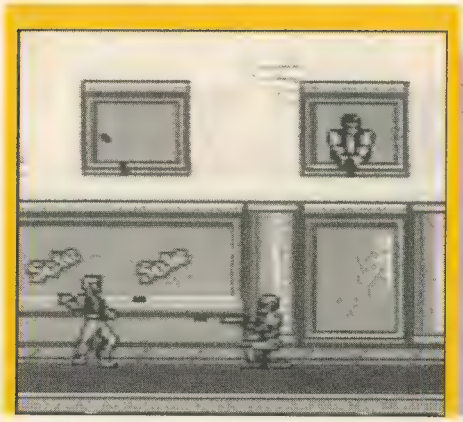
The power gauge at the bottom of the screen tells you how many more hits you can take before you're destroyed.



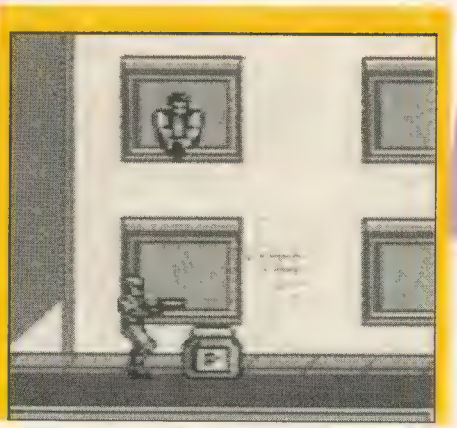
It takes two shots to remove the gunmen in the windows.



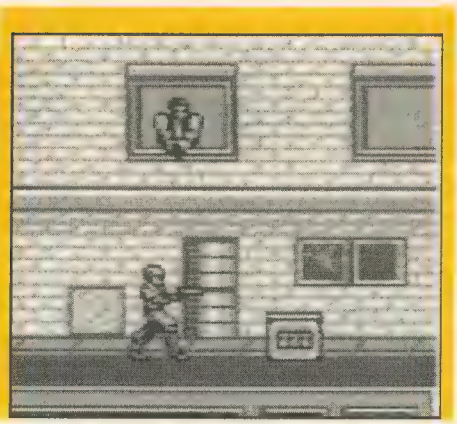
Watch carefully throughout the game for these particularly tough hoodlums. Make stopping them your first priority.



These punks will lob explosives at you, so be ready to jump out of the way.



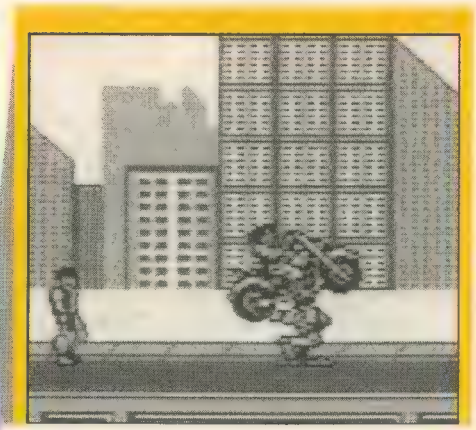
Don't shoot your energy supply, which will appear in the form of baby food bottles.



Grab this item to obtain a power-up weapon that allows you to shoot in three different directions simultaneously.

In levels two and ten, use your Pause button to stall the action while you move your gun sights into position. When you've pinned down your target, resume action and free the hostage.

You have to hit the hostage-taker several times before the innocent victim can go free.

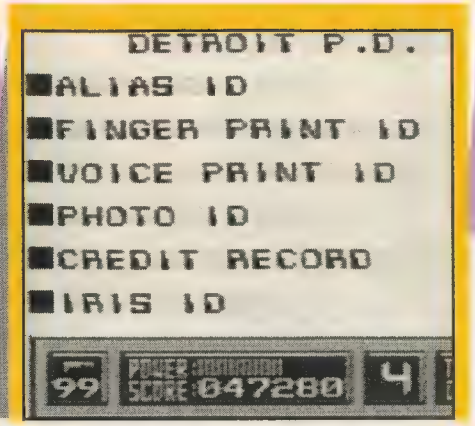


No street scene is complete without a motorcycle gang. Squat down and punch them out as soon as the gang members leap into the air.

HINT

Whenever you get to use a special weapon, try not to fire twice when one shot will do. You only have a limited amount of ammunition, so you need to ration it out sparingly. This is especially good advice when you use the Mania gun, the most dangerous weapon in the game.

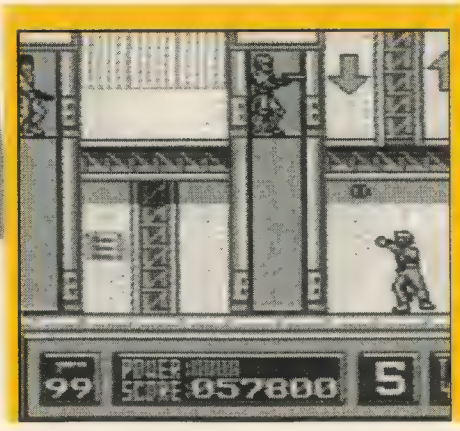
Gunmen, like the one on RoboCop's right, fire at you at eye level. All you have to do is duck to avoid his fire.



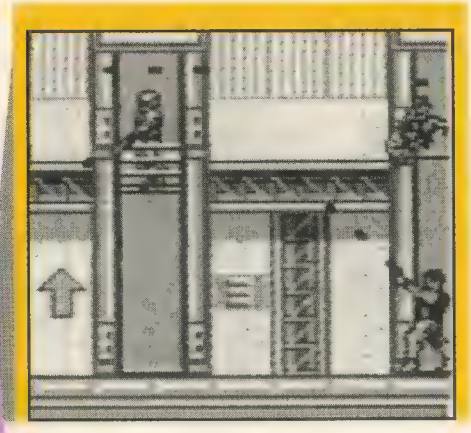
RoboCop is a well-rounded exercise in carrying out the many responsibilities charged to our police forces. In level four, you must correctly identify a known criminal.

Keep switching physical features in the Photofit section until the two images merge into one.

Sometimes matching the faces is as subtle as changing the cheekbones.



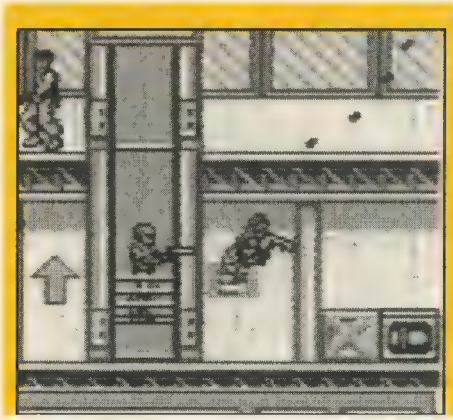
In level five, you face the same dangers you've seen before, only this time the action takes place on multiple floors.



Use the elevators to gain a strategic advantage over the enemies coming at you, while maneuvering up and down to avoid enemy attack.

HINT

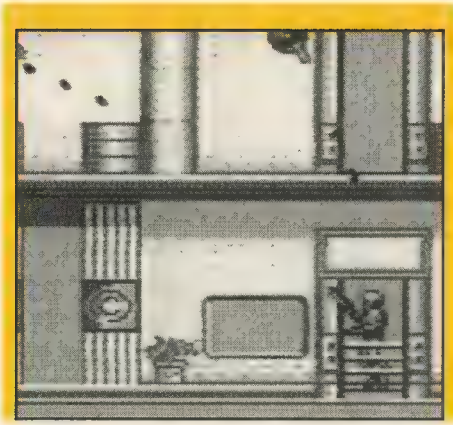
When enemies get within arm's reach of RoboCop, he'll automatically holster his handgun and change to hand-to-hand combat. Because of this, you need to be ready to switch strategies and start punching.



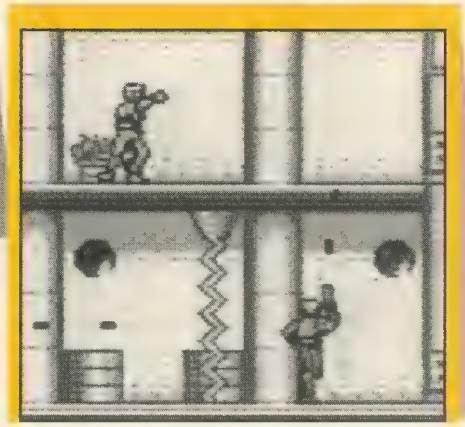
The three-way power-up makes it possible to fire your Auto-9 in three different directions at once.

You can't slap the cuffs on Dick Jones because Directive 4 prevents you from arresting an OCP employee. But you can do some damage to ED209, Jones's personal bodyguard.

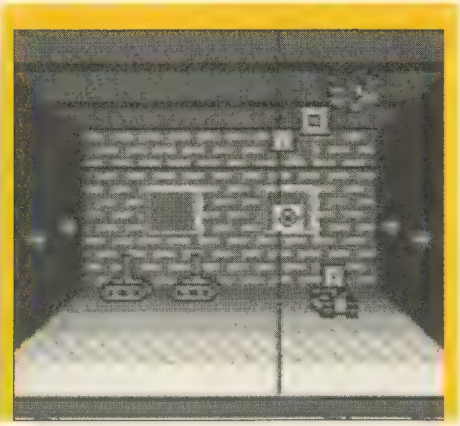
Jump up and shoot ED209 in the head to do maximum damage.



The turrets above can be shut down with gunfire of your own.



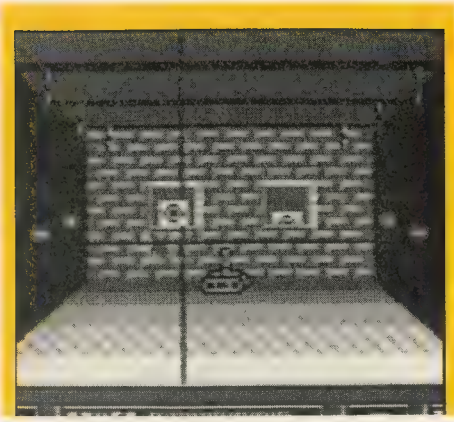
The action gets more heated as opponents and obstacles grow in number.



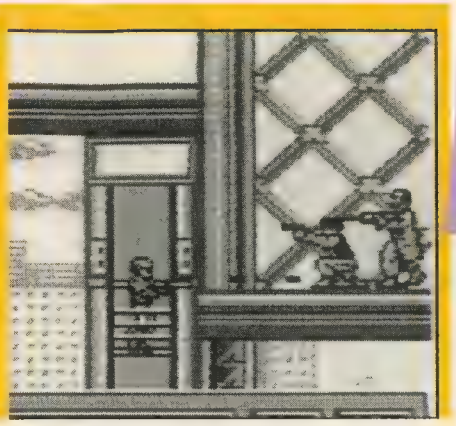
Having suffered some damage, RoboCop must practice his shooting skills on the firing range. Knock out the approaching targets before you go after the targets in the windows.

HINT

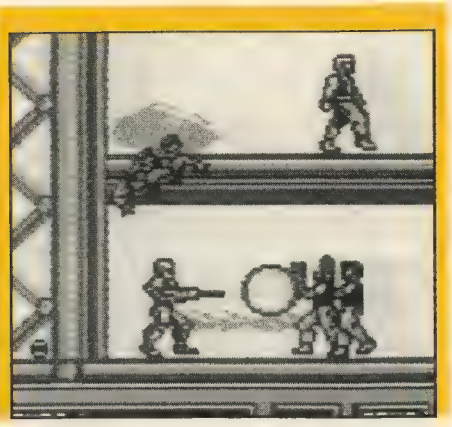
To make things simpler in hostage situations, you can move your gun sights up, down, left, and right while the game is paused. Freezing the captor gives you a tremendous advantage. The hostage-taker has to be hit a number of times before he'll go down.



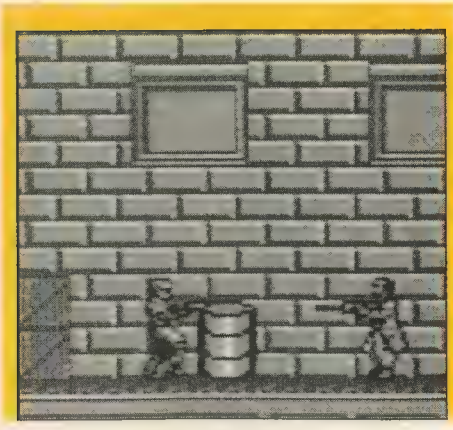
Hit as many targets as you can before time runs out, so you can boost your point total.



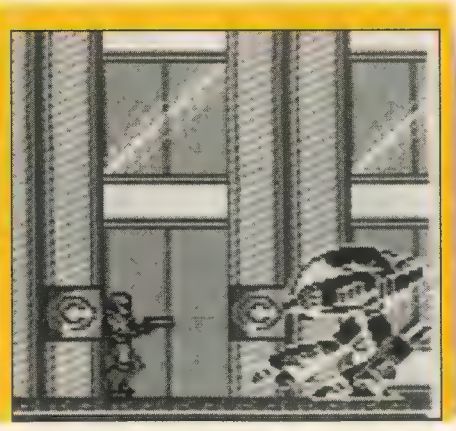
Stop here on the elevator to disarm the thug on the right. You'll want to blast him quickly because he's carrying a Manta gun.



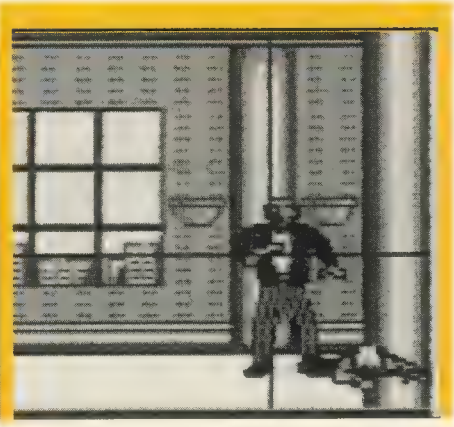
The Manta gun is a super-charged explosive weapon that erases everything in its path. Conserve its ammo.



This barrel will block enemy fire for a moment. Use it as a shield while you launch your counter-attack.



You must defeat ED209 once more in level nine. Again, jump back away from his fire and strike him in the head.

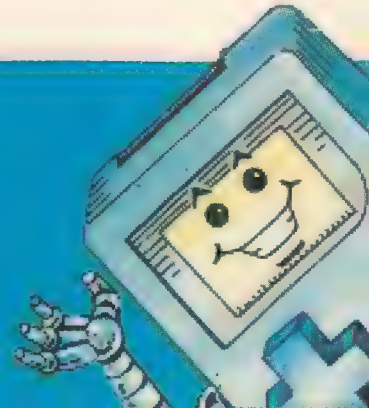


In a desperate attempt to escape, Dick Jones takes OCP's president hostage. Make sure you nail Jones, not the president.

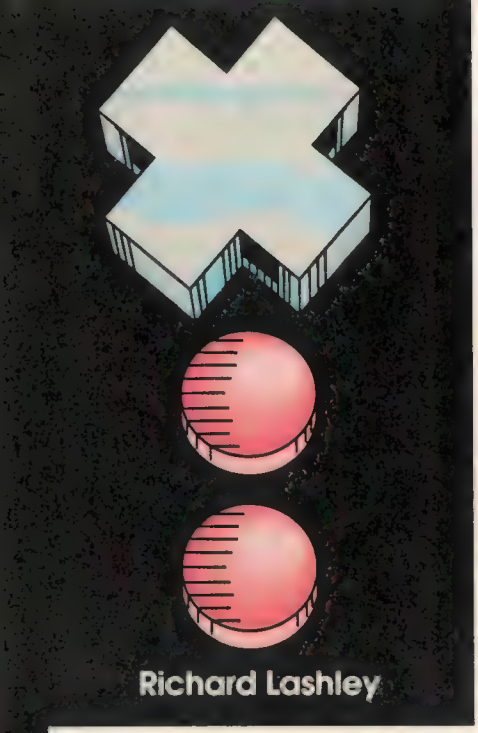
GP

HINT

Here's some advice about RoboCop's final scene. Don't get your hopes up too high. The ending gives you a less-than-satisfying reward for cleaning up the Motor City and putting Dick Jones out of business for keeps. So, enjoy RoboCop for the thrill of playing, not for a slam-bang finish.



R-TYPE



Richard Lashley

A crystal-clear night glows under the sparkling light show of distant stars. It seems especially peaceful tonight. After decades of cold wars and heated debates, all nations have joined the new World Government. There is peace at last. However, as Earth quietly spins in its orbit, the planet's destruction is planned in a flickering galaxy, light-years away.

That distant galaxy is the domain of the Bydo Empire. It's mustering forces for a massive invasion of earth. Suddenly, our planet seems quite alone, and ready to be plucked like a jewel.

When Earth's leaders discover the approaching danger, they decide to attack the aliens first with the R-TYPE starfighter. **Irem's** *R-TYPE* puts you in the hot seat of this hi-tech fighter which sports blistering lasers and incredible quickness. And, you'll need *all* that power and speed to beat the game's six levels of swarming Bydo warbirds and robots.

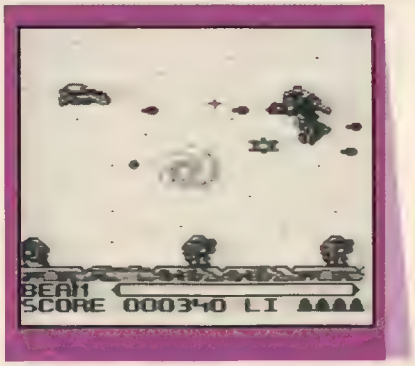
In spite of the overwhelming odds against you, *R-TYPE* is very entertaining. The designers have provided plenty of game-continues and power-ups. The most crucial power-up to get is the Power Pod contained in the enemy's Power Shuttles. Blast a shuttle to release a pod, then attach it to your ship's front or rear. This boosts your firepower and blocks enemy fire.

You can also fly the Power Pod ahead or behind your starfighter, enabling the pod to independently attack targets. Collect the right pods and you can strengthen your lasers to outrageous levels.

R-TYPE packs a lot of game into a small package. This game does what an arcade-shooter should do — entertain. The game's remarkably clear graphics and exceptional playability should provide hours of trigger-finger aerobics for arcade-shooter fans.

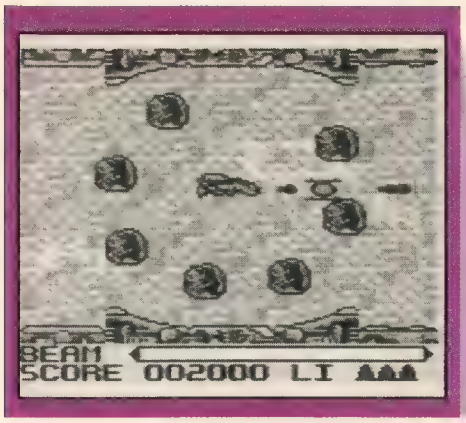
The Bydo Empire welcomes you — with diving warbirds and killer robots. You're caught in an intense squeeze play when you enter the Empire's outer defenses.

Here's the first power shuttle you'll encounter. Destroy it to release the Power Pod — your ultimate weapon in this mission.

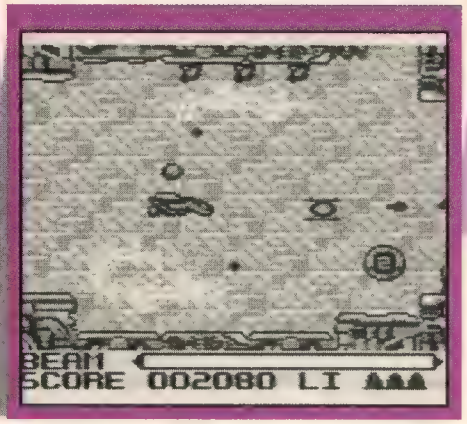


Your Power Pod easily destroys this Armoroid warrior.

Anything goes, once you enter the front gates of the Empire. This speed power-up (on the far left) really helps you get there faster.

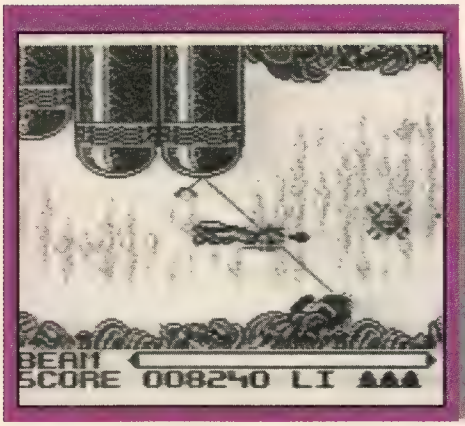


When you approach the Gauntlet, blast it and melt it down into molten blocks of stone. If you don't, it'll catch you in a crossfire when you're inside its lethal pinwheel.



The Plasmo (the orb floating above the ship) shields you from overhead fire. You can also ram the orb into gun emplacements and enemies.

Gladiator isn't the best-looking boss, but he is the easiest to defeat. Press the A button to sling your Power Pod into the boss's heart. Stay in the bottom left corner while the pod does all the work.



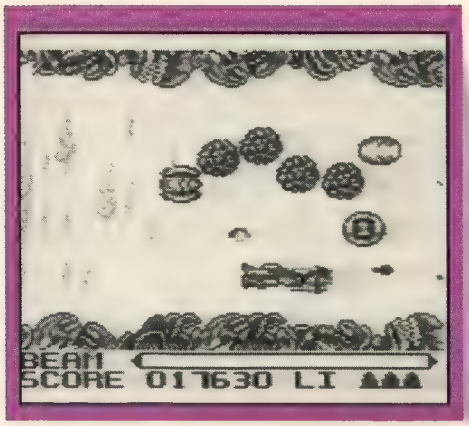
A dark, slimy cavern stretches through stage two. The first Power Shuttle you confront holds a speed power-up. You *don't* need it. In these tight quarters you want control, not speed.

The echoing blasts of your laser cannons alert the Scorpios. These enemies ooze out of the slippery walls and are extremely difficult to kill.

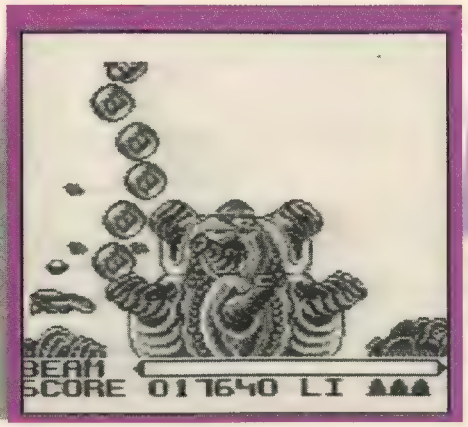
Mutated flower buds rooted in the floor and ceiling occasionally burst open and release Gobuka Brains that chase you all over the screen. Destroy them as soon as they appear.

HINT

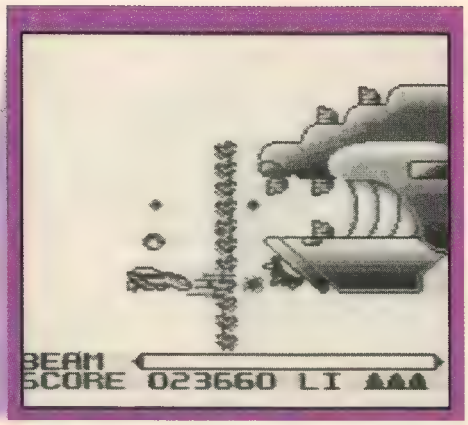
Don't try to rush through your mission (there's no time limit), be patient, and stay near the far left side of the screen so you won't become surrounded. This approach affords you more chances to destroy enemies for a higher score.



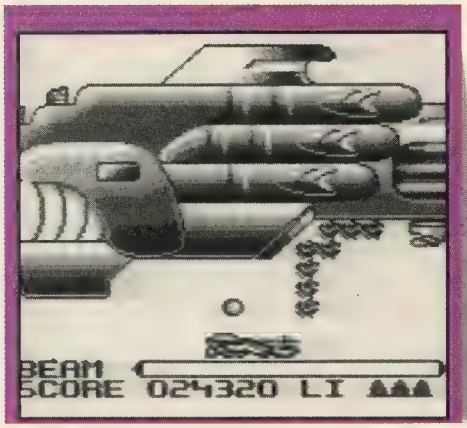
The hypnotic motions of Insuloo can lure you into a fatal chokehold. Squeeze off a few blasts to freeze him, then grab the laser power-up and get out of here fast.



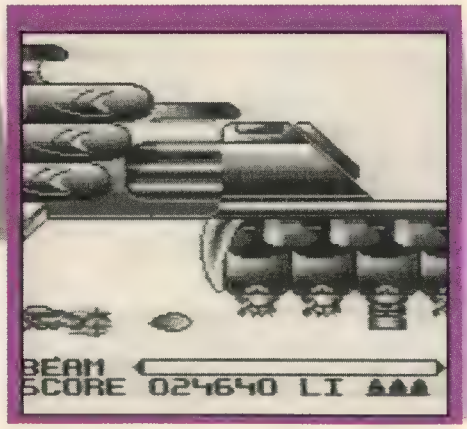
Gomba watches over the exit from stage two. Fire your Power Pod into his blinking eye, then fly to the bottom left corner. The pod will destroy the boss and you'll be safe from Insuloo's toxic sprays.



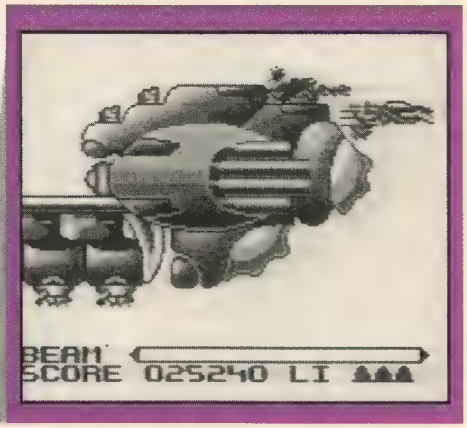
The battleship Crusader, protected by tons of steel and firepower, dwarfs your R-TYPE in stage three. Attach your pod and use the Fire Chain which crawls along the battleship and zaps the gun turrets.



Underneath the Crusader you're surrounded by a barrage of enemy fire. Your Fire Chain weapon (powered by three #2 pods) is highly effective when you want to clean house fast.



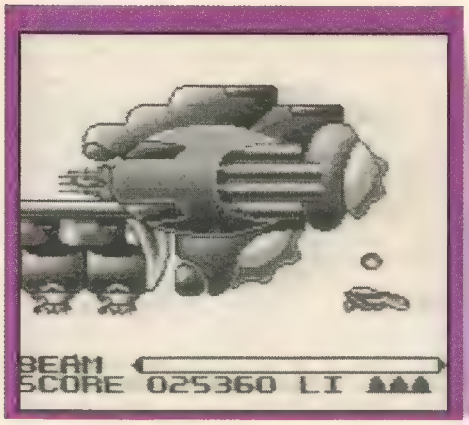
This battleship's armor-plated rockets can take a lot of punishment. However, you can destroy them by holding down on the B button before firing. This energizes your cannons to the max.



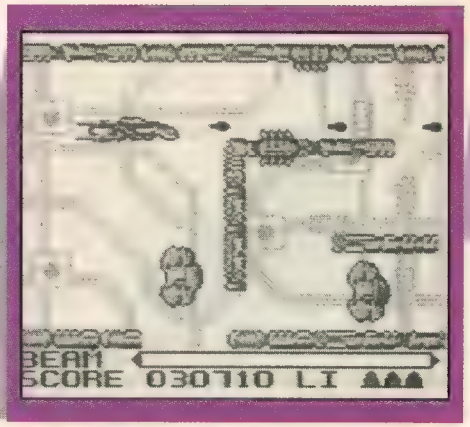
Attach the Power Pod to the back of your R-TYPE once you get to the back of the ship. Blast your way to the top of the screen.

HINT

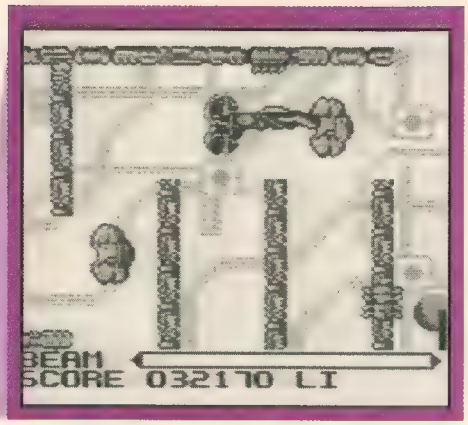
You'll find a Power Shuttle underneath the battleship Crusader in stage three. Wait until the shuttle jumps at you to destroy it. Otherwise, you might shoot the shuttle when it's too low for you to reach the Power Pod inside of it.



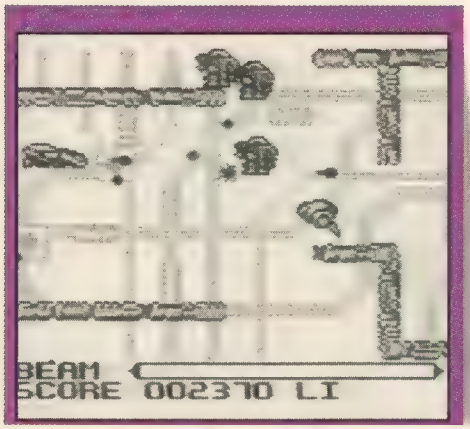
To reach the ship's weak spot, fly up and over the ship's bridge, land on its deck, and deposit your pod in front of this bubble-blowing gun. Stay safely behind the ship as your pod deals out its death blows.



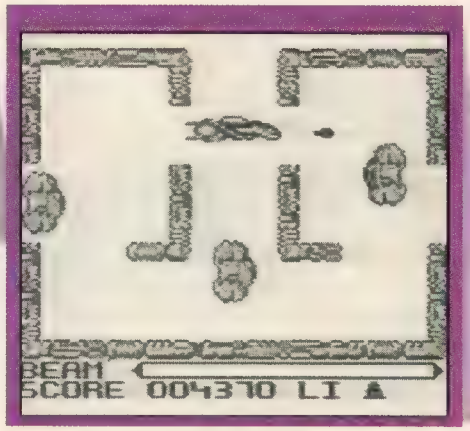
The Baldo Gardens in stage five is a frustrating test of your piloting skills. The Baldos are impossible to destroy and they blindly plow through this maze. You'll also find spiderlike laser cannons here.



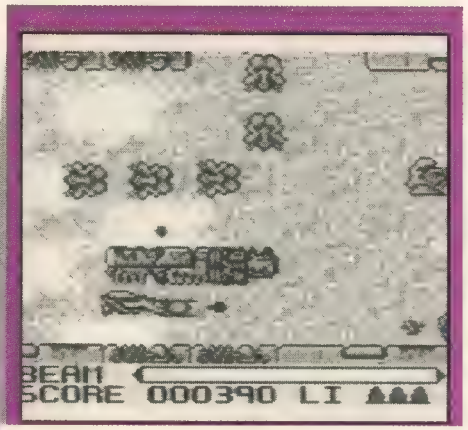
The Baldos are "affectionate" enemies that just love to squeeze you to death.



You can lose many ships by bouncing around these corridors. This Power Shuttle contains a Power Pod that you need. First you must get through this stream of pesky Transbots, though.



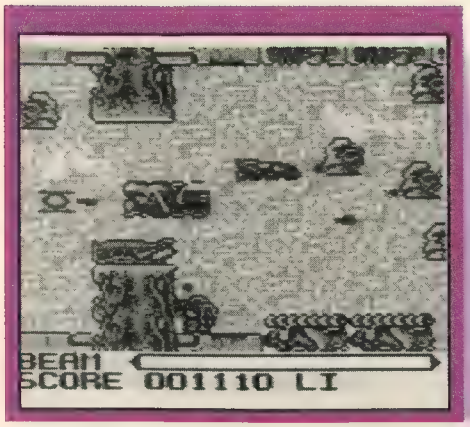
This square at the exit of the Baldo Gardens is very difficult to navigate. However, if you jockey back and forth at the top, you can escape being smashed into scrap metal.



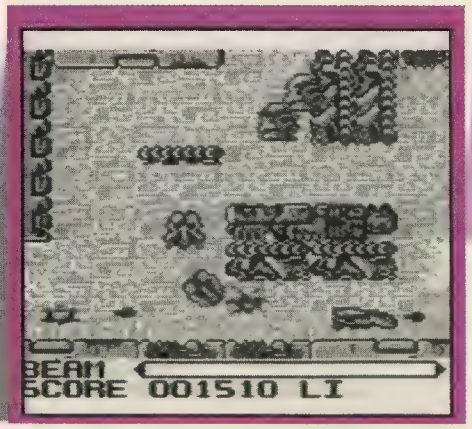
Use the ledges in stage five to shield yourself from countless formations of these attacking Follower starfighters.

HINT

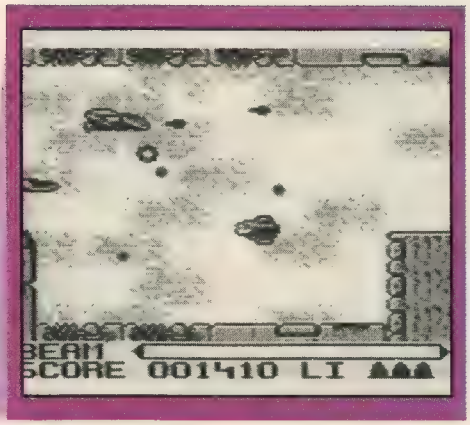
Deploy your Power Pod behind you in stage four. Inside the maze of this stage you'll be attacked from all directions and you won't have a lot of room in which to maneuver. With the pod behind you, attacks from the rear won't be a problem.



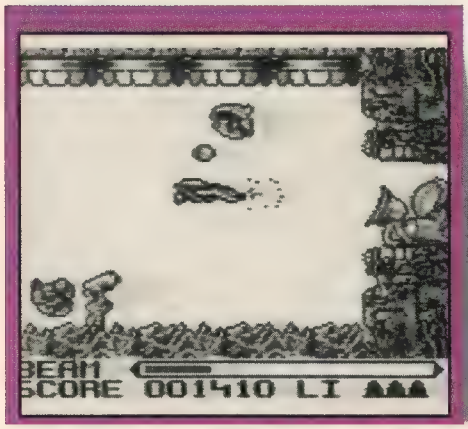
Speed power-ups are crucial in stage five. Drifters (like those behind the R-TYPE) appear out of nowhere and can easily hammer your ship into a wall. Use your speed to escape.



The Power Pod is an R-TYPE pilot's best friend. To guard the back of your ship in mazes, it's a good idea to deploy the pod behind you.

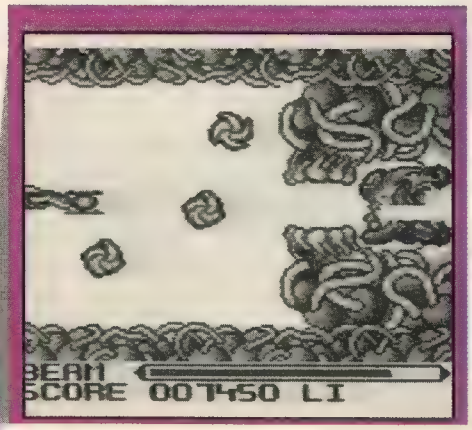


Grab a Plasmo power-up at the end of stage five. You're going to need it to beat the boss of this stage.



You'll find Lunar's home inside the Bydo Empire. While you blast his trumpet-shaped mouth, use your Plasmo to block overhead attacks and dodge the creatures that erupt out of the floor.

Your enemies become even stranger as you fly towards the showdown in stage six. Ghostlike Mr. Mees and twirling Soras surround you. Your best strategy? Blast 'em and dodge 'em.

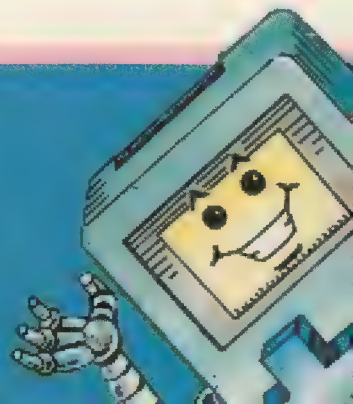


Not only is Bydo the ugliest boss, he's also the toughest. Get ready for the most intense battle yet. Now you must prove to the universe who really is the best R-TYPE pilot — *you*.

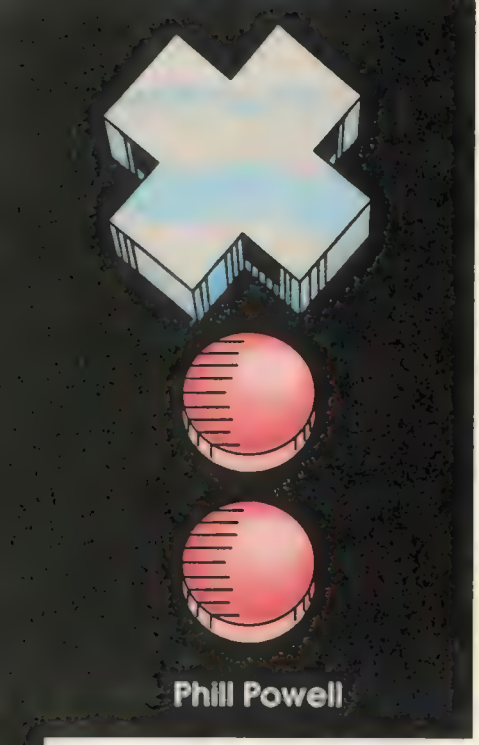
GP

HINT

When you face Bydo, stay to the far left of the screen. There are Soras whirling all around, and Bydo spits fire at you. However, you won't be hit if you stay to the far left, in the middle of the screen between the floor and ceiling.



SKATE OR DIE: TOUR DE THRASH



The second *Skate or Die* game for the Game Boy is here, and just in time for summer. **Electronic Arts'** *Tour de Thrash* packs two separate skateboard-fests into one cartridge. The results put you on the trick-ramp for high-flying fun, or take you all over the world for champion pipe-riding.

If you choose to hone your skills on the Retro-Rocket Ramp, you'll practice sixteen different and dazzling tricks. Successfully performing them depends on which controls you use and how fast you're going at the time.

The real action, however, is on the circuit — the Stale Fish Tour. "Stale fish" means something exciting and cool in skateboarding lingo, and that's exactly what this eight-city tour is.

Each city has its own pipe that stretches and winds over a considerable distance. Inside each pipe are obstacle walls of various shapes. Some of these walls are fairly easy to jump over. Others are more difficult, due to their shape or location.

The side walls can be tricky as well. Slide up on them with too much speed and you may find yourself hurtling over the side of the pipe.

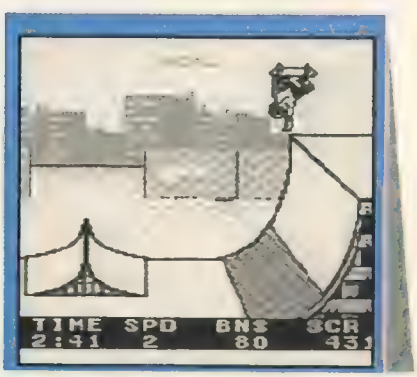
Smacking a wall or flipping over the side of a pipe costs you time, and that's one thing you can't spare. The clock's ticking and you've got to build up enough speed to carry you to the finish line before time runs out. As the tour continues and the pipes grow trickier, every single second becomes precious.

Skate or Die: Tour de Thrash is a true test of any player's hand-eye coordination. While the game is principally a test of control and reflexes, there are strategic moves you must learn before you can rule as King of the Board. To learn more, read on...

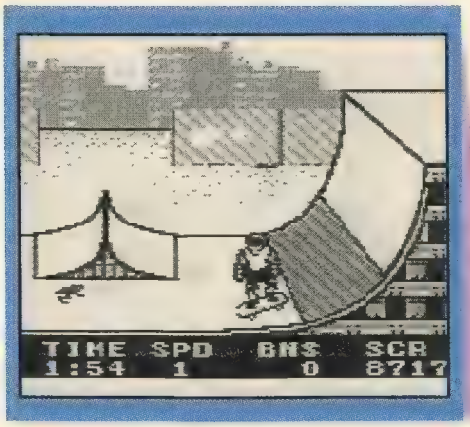
Between speeds two and five, you can perform a rocket air move by pressing the control pad to the left while you're in the trick zone.

The McTwist isn't easy, but if you can do it, you'll flip over all the points you get.

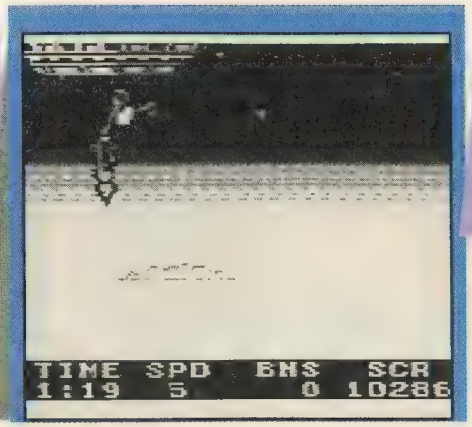
When you complete your airwalk move, press A or B to come out of the move or to stop and continue the rotation.



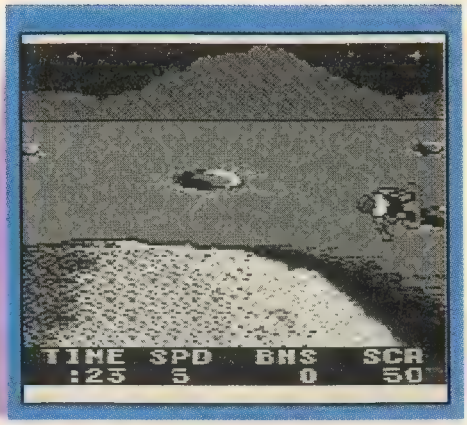
The handplant is a basic move, but it's a good one.



You'll win an extra board if you put this frog out of commission.

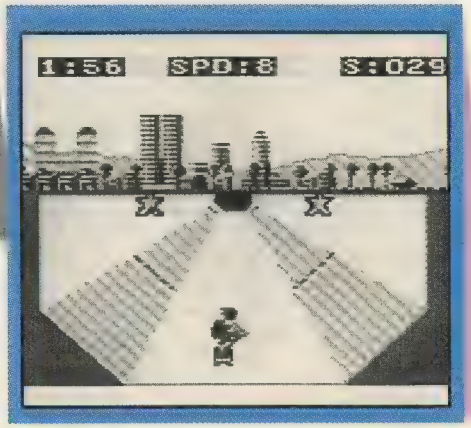


Now for something unexpected. If you play your cards right, you might be able to hitch a ride on this spaceship. Who knows where it might be heading?

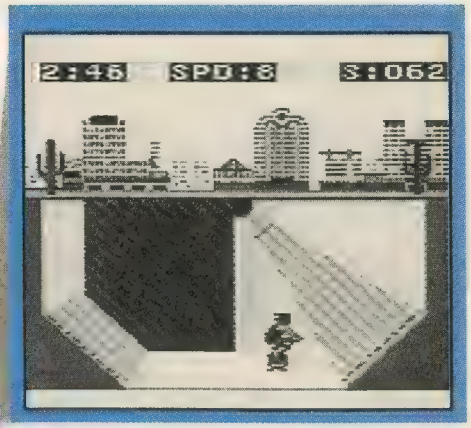


There's no gravity on the moon, but there is plenty of heavy shreddin' in this lunar bonus round.

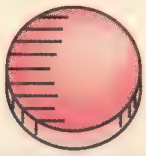
The first stop on the Stale Fish Tour is Los Angeles, home of swimming pools, movie stars, and skateboarding.



Snagging these stars gets you extra time to complete the pipe. You can make it through without the stars, though.



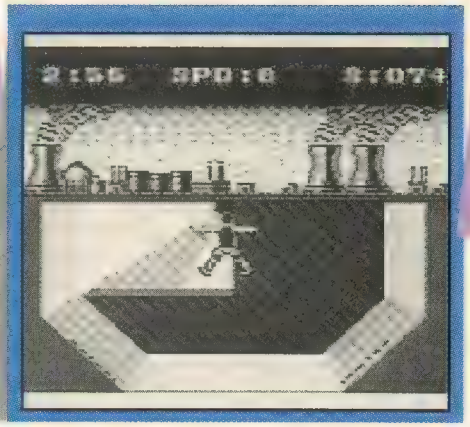
Watch out for these walls. They can really bring you down.



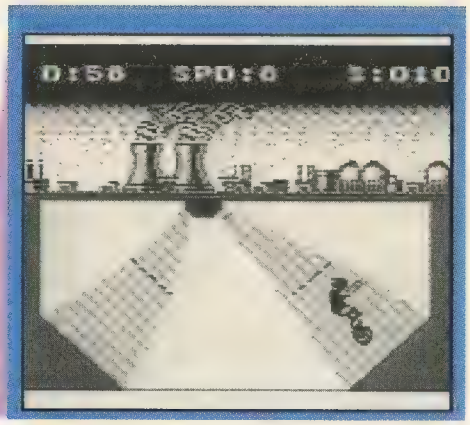
HINT

While on the Retro-Rocket Ramp, performing easy tricks at high speeds can net you oodles of points. This is the best way to rack up a big score and increase your chances of getting beamed up to the lunar bonus round.

You won't feel like hitting the Las Vegas casinos later if you hit this wall now.

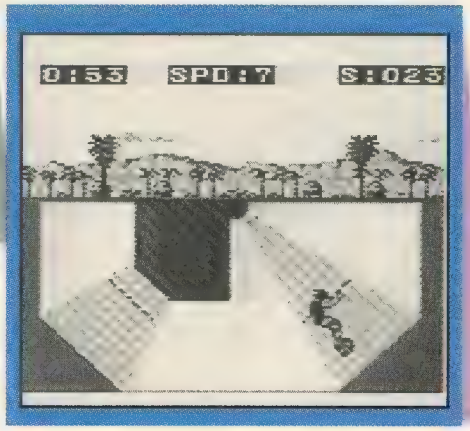


Many hazards confront you in the radiation-filled city of Chernobyl. Your most immediate danger, however, is from this obstacle.

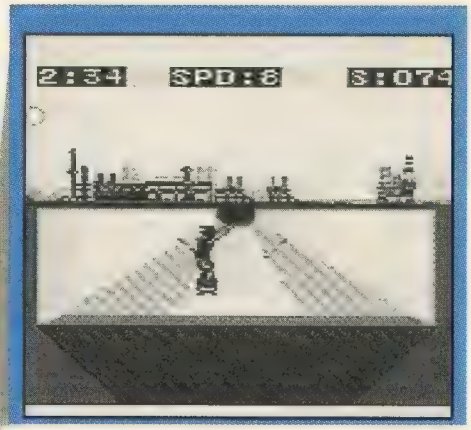


Hey, take it easy on the curves. Take them too fast and you'll be the only thing that gets shredded.

The Stale Fish Tour takes you to many strange and exotic locales, among them the Asian city of Hanoi.



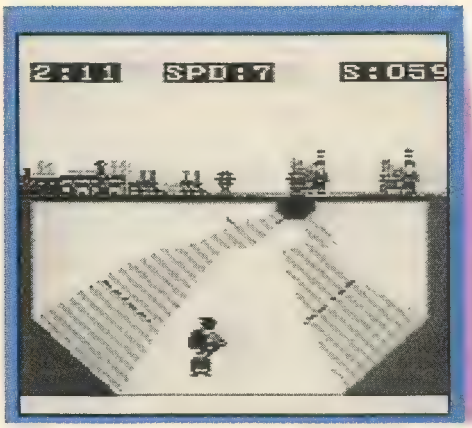
Here you can ride the side wall to give you some distance from this split wall.



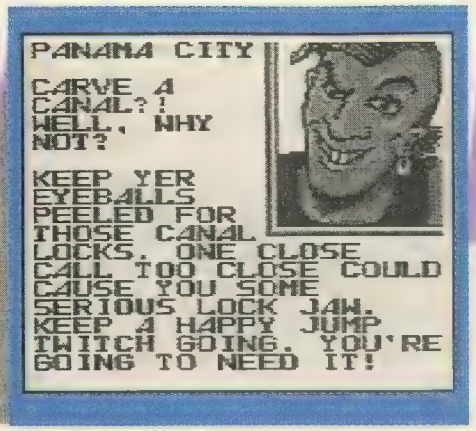
Don't get too relaxed after hurtling this wall — there's another one just like it on the way.

HINT

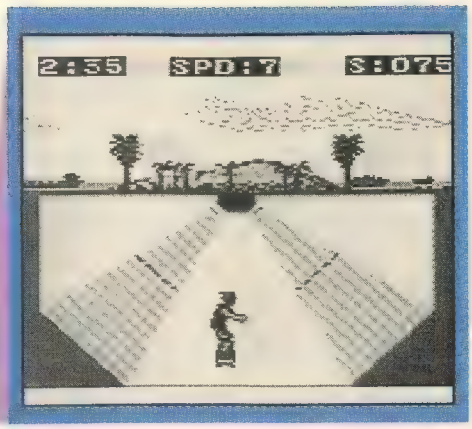
Keep pumping the A and B buttons while you're on the ramp, regardless of whether you're in the trick zone or not. It will be easier for you to perform a trick if your fingers are already pushing the buttons.



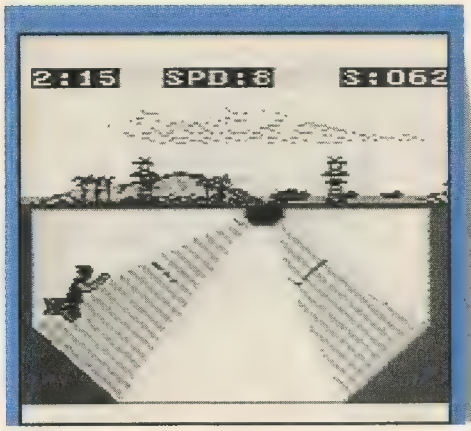
Here's another look at Baghdad, the fifth stop on the tour. Notice the slight dip in the track immediately ahead.


PANAMA CITY
CARVE A CANAL?! WELL, WHY NOT?
KEEP YER EYEBALLS PEELED FOR THOSE CANAL LOCKS. ONE CLOSE CALL TOO CLOSE COULD CAUSE YOU SOME SERIOUS LOCK JAW. KEEP A HAPPY JUMP TWITCH GOING. YOU'RE GOING TO NEED IT!

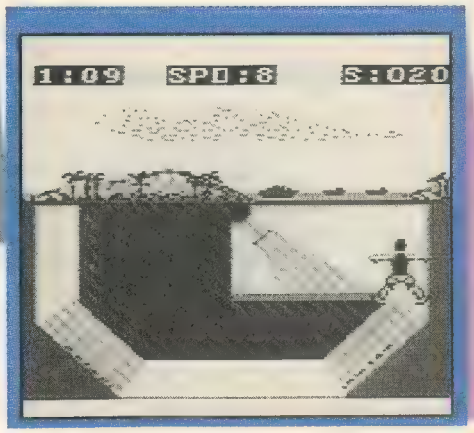
Lester doesn't give you too much practical advice, but he's usually good for a laugh or two.



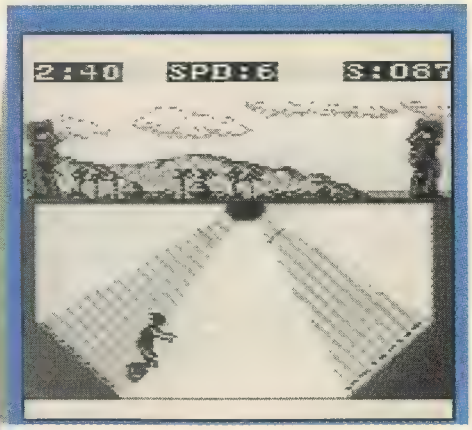
Don't waste your time eyeing the gorgeous scenery. You're here at the Panama Canal to skate, not act like a tourist.



We don't recommend this, but if you're determined to be a daredevil, try riding the sides. Just make sure you don't ride too far over on the sides.



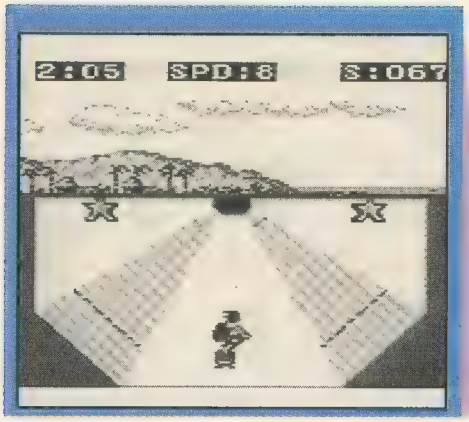
It's not a good idea to jump on the side walls. Give it a shot and you could end up like this guy.



These mysterious statues have baffled visitors to Easter Island for quite some time. Blow them away with a display of fine shreddin'.

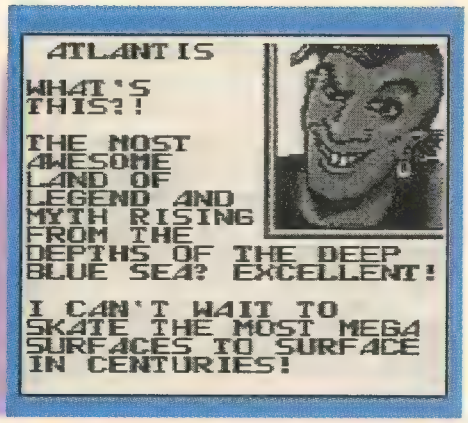
HINT

It's safer to stay in the bottom of the pipe. Riding the sides is dangerous for a number of reasons: you can't execute a jump while you're on the sides; it takes you longer to get back to the bottom to get ready to jump an obstacle; and it's harder to control your board.

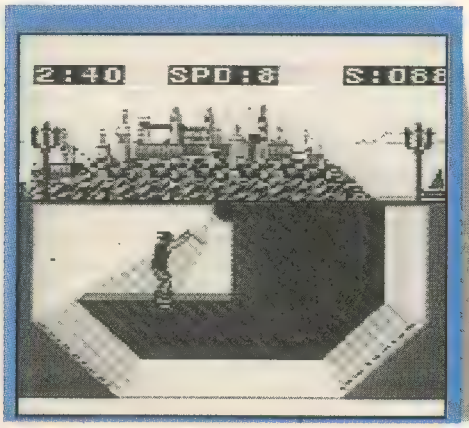


The stars grow more important as the events become more difficult. Remember, they're worth extra time to you.

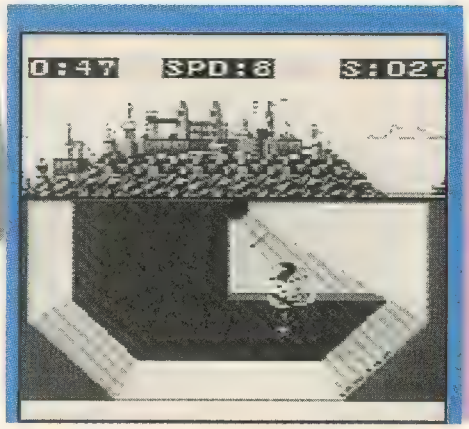
The lost continent of Atlantis has resurfaced as the final stop on the Stale Fish Tour.


ATLANTIS
WHAT'S THIS?!
THE MOST AWESOME LAND OF LEGEND AND MYTH RISING FROM THE DEPTHS OF THE DEEP BLUE SEA? EXCELLENT!
I CAN'T WAIT TO SKATE THE MOST MEGA SURFACES TO SURFACE IN CENTURIES!

Since you've probably never been to Atlantis before, get some travel tips from your friendly tour director, Lester.



The Atlantis pipe is Curve City. This is one event where you're going to have to slow down from time to time.



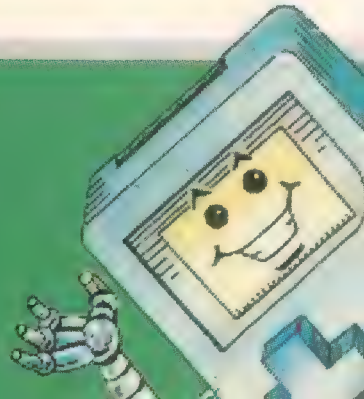
Here's a look at sudden impact, lost-continent style.

No one said it would be easy, especially C.J. Take her advice and get some nutrition before you come back for seconds on the Atlantis pipe.

GP

HINT

To increase your speed in the pipes, squat down. This should help you accelerate faster and save you valuable time. In the later levels, if you don't pick up the stars, you must cut your wind resistance by squatting down.



SKATE OR DIE: TOUR DE THRASH

THE THRASH MASTER

Bod Boyle has a job some people would kill for. He's a professional skateboard rider. As a member of the Santa Cruz Skate Team, he competes for prize money in the big ramp events. Bod, 23, grew up in England, but now lives in Southern California, where the weather is warm and the skating is plentiful. We talked to him about *Skate or Die! Tour de Thrash*, dislocated shoulders, and the normal day of a skateboarder.

How long have you been riding your skateboard?

Well, I've had a skateboard since I was about 5. But I got heavily into skateboarding every day and traveling around to competitions when I was about 14.

How do you actually turn pro?

There are a lot of contests. It's like a world series, pretty much, and you have to do well in the amateurs first, you prove yourself in the amateur ranks and then you work with the magazines to get coverage and stuff like that, so you can spread yourself around and people will know who you are. Then, when you feel you're strong enough or good enough, either the company will ask you to go pro or you make your own choice to go pro.

Where's your favorite place to skate?

I don't really have one. I like skating everywhere. There are certain places that stick in my mind, places in England where I grew up. It's not so much the actual place as the people you skate with. I have lots of good friends all over the world, and I like traveling to all these different places. There are a lot of good places to skate in Australia. There are a lot of good places to skate on the East Coast of America.

Bod Boyle: skateboarder, rollerblader, and game player.

Bod, fourth from the left, checks out an early version of *Skate or Die: Tour de Thrash* with the crew from Electronic Arts.

Have you ever been seriously injured while skateboarding?

No. Well, I broke my wrist when I was little, when I was learning. And then, it's past summer, I dislocated my shoulder.

Do a lot of skaters get hurt?

You're going to get hurt if you skate all the time. It's just a matter of learning how to fall so you can minimize the danger. It's no more dangerous than swinging on a swing in a concrete playground. You could fall off and crack your head.

What safety equipment do you wear?
I wear a helmet and elbow pads, knee pads, and gloves.

Do you think *Tour de Thrash* is realistic to skateboarding?
In as what you're doing, yeah it's pretty realistic. You know, you're riding up and down a ditch. I don't know about knocking people out to the side. We don't really go bashing into each other, but the actual motions you're going through are pretty much similar.

The game has obstacles that spring up, through which you must leap. When you're riding a pipe, would you have obstacles like that?
If we were riding a wooden ramp, we wouldn't. We'd remove all the obstacles. But if we were riding through a natural area, like a drainage ditch or something like that, you'd find quite a lot of stuff in the way.

All the ramp moves in the game are actual skateboarding moves, aren't they?
Yeah, that's what I like about this game more than other skateboarding games. In other games you can flip your skater around quite a few times in the air, whereas you can't really do that on a skateboard.

Do you have any special moves that you're known for?
Well, it's kind of hard to do any

Behind the Scenes with the Game Makers

Have you ever wondered about what goes into making a video game? We have, so we decided to talk to a real live game designer. Michael Kosaka has been creat-

tricks and keep it your own. Because someone else will see you do it and learn it. I was the first one to do a Loose Grind. That's where you grind on your front truck rather than your back truck. I was the first one to really do that, but now a lot of people do it. You can't feel with skateboarding because you're doing anything and there could be someone on the other side of the world doing it at exactly the same time.

What's a typical day like for you?
I get up usually around 8 or 9 then I make phone calls to various sponsors or organize skateboarding demonstrations or stuff like that to do, making sure I'm up to date with what I'm doing. Then I call my friends and we go off and skate.

How many hours a day do you skate?
I usually skate a couple of hours before lunch. After lunch we'll go and do the big ramps, from about 3:00 until dark. About seven hours a day when I'm healthy. If I'm sprained or I'll do less. Right now I'm pretty sore. I've been skating a lot the past few weeks and I'm going to take a day off soon.

So you can heal?
Yeah, and rest. I think I play some bills, too.

TOUR DE THRASH

...ing computer games and ... of the games ... 98. Along with Eric Kha..., he co-designed Electronic Arts' Skate or Die: Tour de Thrash. We spoke with Will recently.

And there a lot of problems to work out when you're trying to translate a sport into a videogame?

Yes and no. If you want to do a baseball game, you don't have to worry about the rules because somebody else has already done that for you. You've just got to translate or bring that experience over to the player. In the case of something that's a little more abstract, yeah, it's difficult because you have to make up the rules, but then you can bend the rules, too, because it's your world and you can make whatever you want of it. Something like Skate or Die is a little bit different because it's a blend of both. You have some reality and you want to be authentic and do it right. Plus you want to have some fun with it and take some artistic license.

Why did Electronic Arts want to include both sections of the game, the trick ramp section and the eight-city tour?

That was probably ... time ... a ramp, and ... we've gotten a little better every time because we've added little Easter eggs and things to find in it. After we'd completed the ramp, we were thinking, "Gee, let's stick as much as we can in here and try to do more than we've ever done before." That's how we threw around a bunch of different ideas and came up with the sewer racing kind of thing.

The ramp moves are all genuine. Where did you guys learn about them?

We talked to skaters, we went and visited skate parks, and we have a ton of videotape. ESPN does a lot of skate events and we videotaped those and dissected them. There's a bunch of good books and skate magazines out, so we really did want to get the authentic part of it. We did it with a lot of homework.

We have an image of a bunch of you guys sitting around late at night watching skateboarding videos in slow motion, trying to figure out the skaters' moves. Is that the way it was?

You got it, especially on the McTwist, which is one of the more esoteric moves. It wasn't only about trying to animate the thing, but trying to figure out what in the world the skater was doing in the ... fifth place was really tough. We probably wore the tape out in that little section.

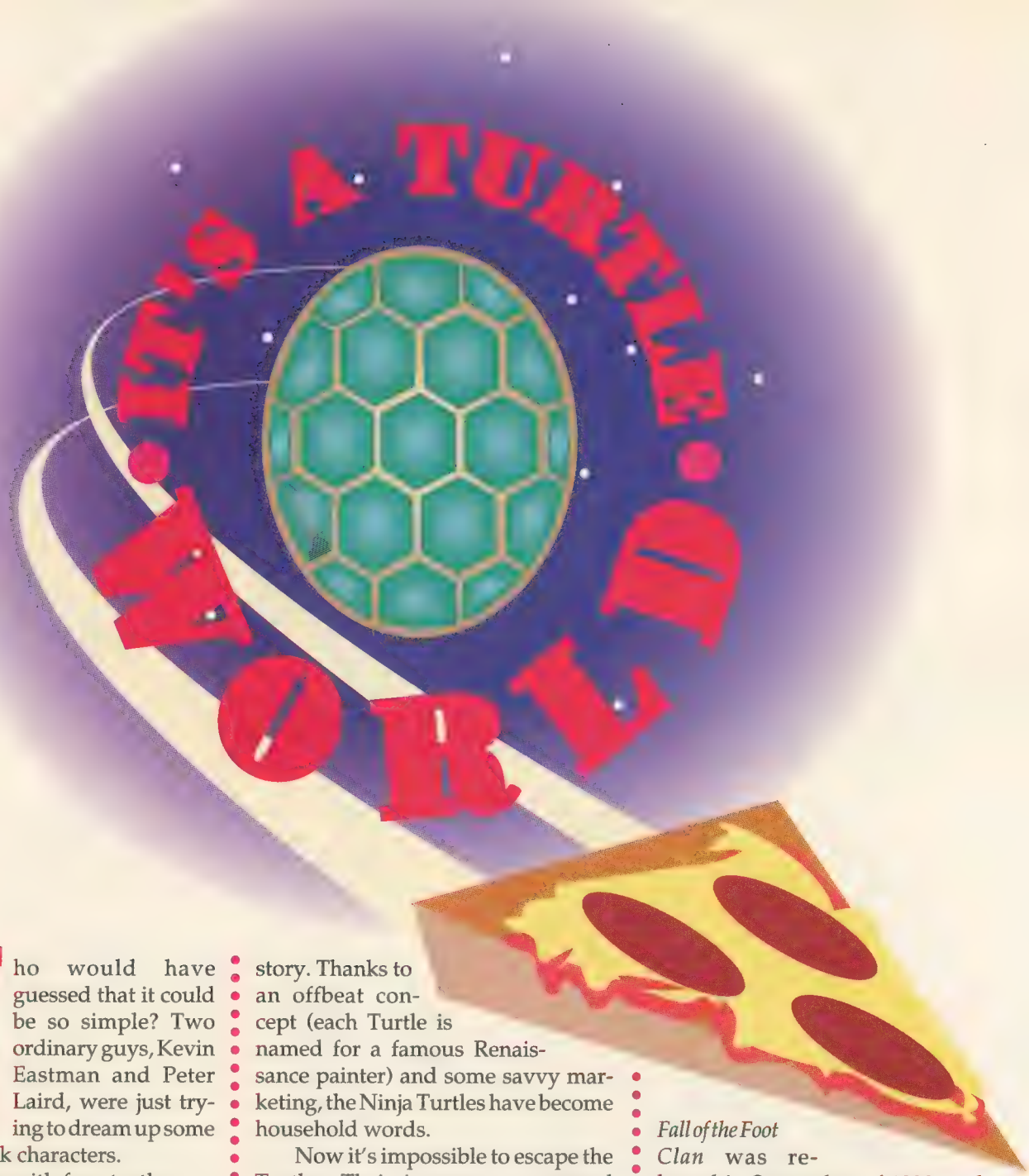
Baghdad is the fifth stop on the tour. Once the Gulf War broke out, did you regret having included that city in the game?

When we first did it's ... and you have to realize that we did this months ... and months ago — and we had picked Baghdad, it was not in the headlines at all. We had a map of the world and strategically we wanted to spread out the cities on the tour. We wanted something to the Middle East, with a name that sounded funny. So we thought, "Baghdad sounds funny," and it's got the magic carpets, and we can have fun with that. There was absolutely nothing political involved in it. Baghdad just sounded funny to us.

There's a lot of humor in the game, from Lester's comments before each event to the offbeat selection of four sites (Chernobyl, Hanoi, the Panama Canal). Who's responsible for the funny stuff?

I don't ... that's tough to pin down. You get a bunch of crazy people together and somebody comes out with an idea and somebody builds on that. It's really a group effort. We sit around and come up with weird stuff and just play off each other.

GP



Who would have guessed that it could be so simple? Two ordinary guys, Kevin Eastman and Peter Laird, were just trying to dream up some new comic book characters.

They began with four turtles, ordinary creatures commonly found in backyards and deserted lots. Eastman and Laird wanted to make their characters interesting so they embellished them with human qualities. They even went a step further, turning their turtles into teenagers that the younger set could easily identify with.

The two creators cast their shelled-wonders into crime-fighting roles. Once equipped with the skills and weapons of the martial arts, the Teenage Mutant Ninja Turtles were ready to go out and stake their claim to fame.

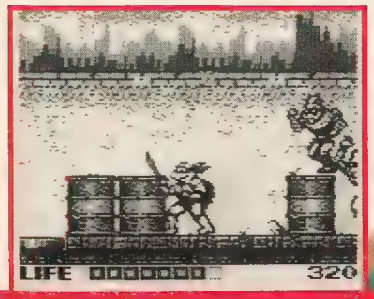
You probably know the rest of the story. Thanks to an offbeat concept (each Turtle is named for a famous Renaissance painter) and some savvy marketing, the Ninja Turtles have become household words.

Now it's impossible to escape the Turtles. Their images are captured everywhere, on everything from coffee cups to bathmats. Turtle comic books and cartoons have evolved into satellite industries. The "heroes in the half-shell" have toured as a rock band (with the help of some costumed musicians), and are currently starring in their second motion picture.

So far there have been five videogames based on their adventures, making it possible to dig into Ninja Turtle action in a number of different game formats. This includes the popular Game Boy epic *Fall of the Foot Clan*.

Fall of the Foot Clan was released in September of 1990, and it's still commanding the attention of game players everywhere. We consistently get more mail about this game than any other title. There's so much response, in fact, that we've decided to take a second look at the Turtles' small-screen action extravaganza.

We've received so many good hints and tips from our readers that we're showcasing your comments in a special feature. What follows, in no particular order, is a wealth of helpful codes and suggestions so you can have more fun with the Turtles and *Fall of the Foot Clan*.



I've been finding bonus stages galore! The first is at the second barrel in stage one. Destroy it, then walk where the barrel used to be.

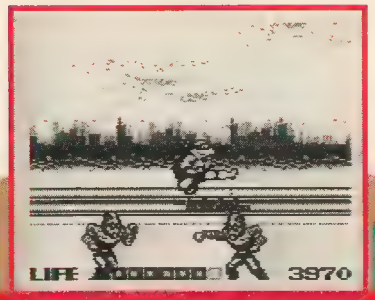
The second bonus stage is in the sewers after you jump over the big doughnut. Destroy the three bats, the mouser, and the foot soldier. The bonus stage is under the pipe. The next bonus stage is in the fourth scene of stage one. At the start of this level, kill the bats and walk under the pipe until you reach the wall.

In stage two, jump to the right of the second pipe. At the fourth pipe, jump to the left.

In stage four (not at the water) jump to the side.

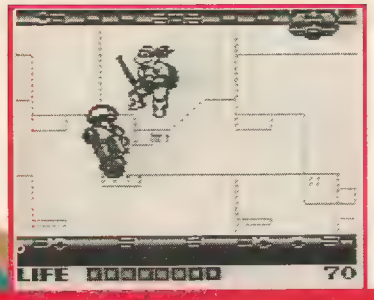
In stage five, jump to the side to begin scene 2.

Chris
Penticton, B.C.
Canada



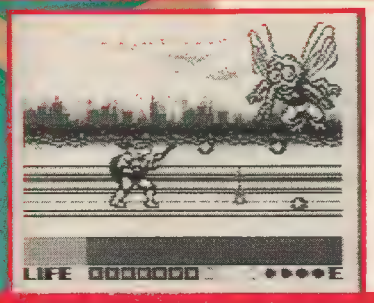
In stage three, when you're riding on top of the trucks, a special ninja will appear holding a rock weapon like it throws at you. Let him throw it. As soon as he throws it, jump over the rock weapon as it's going toward you. If you time it right, you can kick the ninja in the head, and kill him with one shot.

Kevin
Little Rock, Arkansas



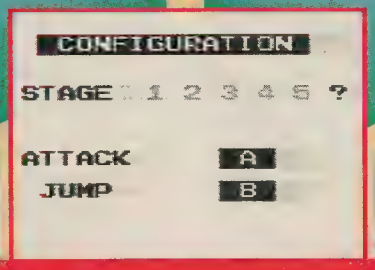
To destroy Roadkill Rodneys with one shot, just jump kick them.

John
Whitehall, Pennsylvania



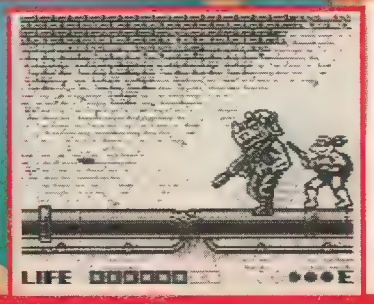
To beat the super villains (Shredder, Krang, Baxter, Bebop, and Rocksteady), jump over them and kill them from the back.

Mendy
New York, New York



When you get to choose the levels, push Select and A and B at the same time. There will be a question mark after the 5. Go to it and push A four times for seven bonus stages.

Daniel
Erie, Pennsylvania

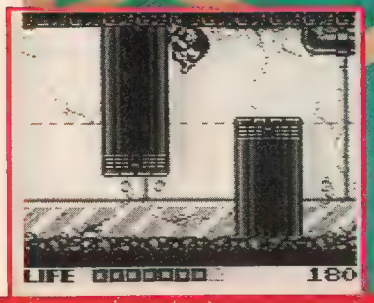


In stage one, when you first get near the boss, start swinging your weapon and don't move. You'll kill the boss without losing any energy.

In stage two, as soon as you get on the screen, jump, because Bebop comes from behind. Then get him to go to the right side of the screen. Stay in this mode while facing Bebop, and keep swinging your weapon. Don't worry — he becomes worthless.

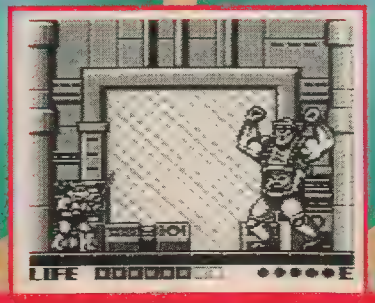
For stage three, start swinging as soon as you get on the screen and don't move. You'll destroy Baxter's bullet that come at you. Then, when he ops down low, hit him with your weapon. Move to the right a bit, turn around, and do the same thing again. Just keep following the pattern and you won't get hit once.

Dennis
Lansing, Kansas



I have found two more bonus rounds in Foot Soldier. In stage two, you wait for three enemies in the beginning. The bonus round is at the back corner of the enemies coming down. The other bonus round is on the front side of the second enemy coming down. Do this trick jump to reach these bonus rounds.

Jake
Monrovia, California



When you get to Krang, walk to the left side of the screen until you can't go any farther. Turn around and keep hitting Krang. When he starts to kick you, he won't be able to hurt you. Keep hitting Krang and he'll disappear.

Jeff
Allentown, Pennsylvania

GP

WHIPPIN' TAIL

TAIL'GATOR

The peaceful creatures of Moberry didn't know the meaning of war until their kingdom was invaded by Basso Gila, an evil dragon warlord. Moving his castle and powerful armies to the animal kingdom of Moberry, Basso Gila has one plan in mind — to destroy the peace and keep the animal residents forever under his control.

But the citizens of Moberry have a different idea. They've recruited Charly, the mountain alligator, to send the invaders packing and restore peace to the kingdom. In *Tail'Gator*, you're equipped with shoes that let you walk on air and a tail that can sweep enemies out of your way.

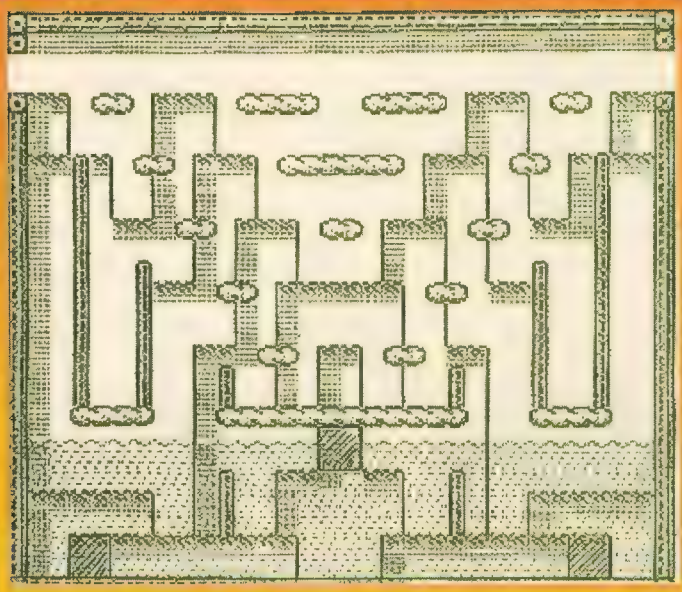
As Charly the Gator, you must clear a path through every part of Basso Gila's imported castle. The first three levels of the game are divided into four sections: air, land, underground, and underwater. Charly is ready and able to conquer all four of the sections, if you're up to the challenge.

Each section contains several small rooms. In order to open the door that will let you leave each room, you must uncover a key. Keys are hidden in the item boxes scattered throughout the castle. Use your tail to open the boxes.

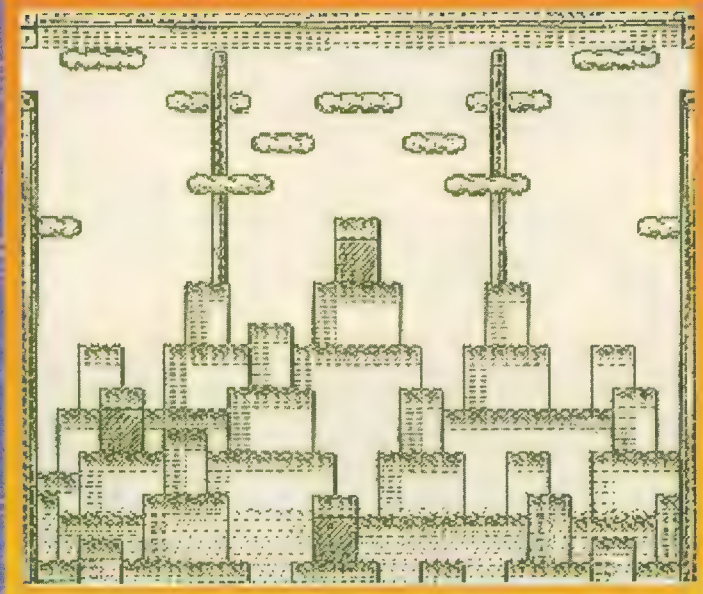
Other goodies you might find in the chests include hearts that will increase your energy, power symbols, bombs, and bonus points. The more bonuses you collect, the higher your score. However, once you're touched by an enemy, the bonus level falls back to 100 points. Each room also contains a box that will remain invisible until you pop it with Charly's tail.

From Natsume, the same people that brought you *Amazing Penguin*, *Tail'Gator* is packed with variety. The nonviolent nature and relative ease of the game play makes it an excellent choice for younger gamers, but there's enough of a challenge to keep more experienced players busy for hours.

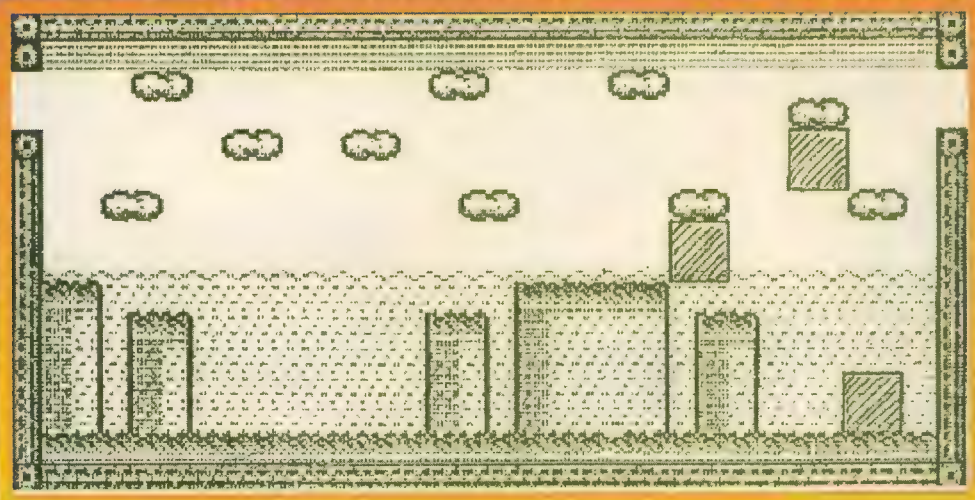
The maps on the following pages will help you make your way through Basso Gila's castle. So get busy and get that tail a-whippin', in *Tail'Gator*.



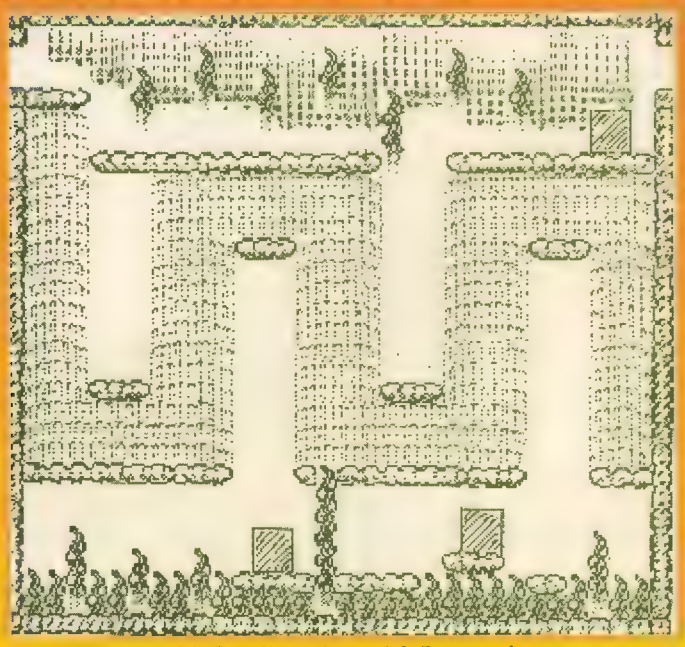
Land Section, Level 3 Room B



Land Section, Level 3 Room C

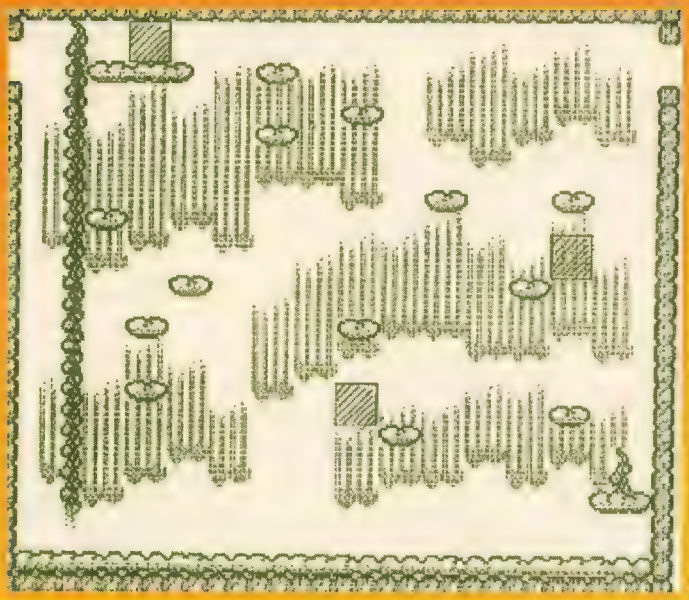


Land Section, Level 3 Room Boss

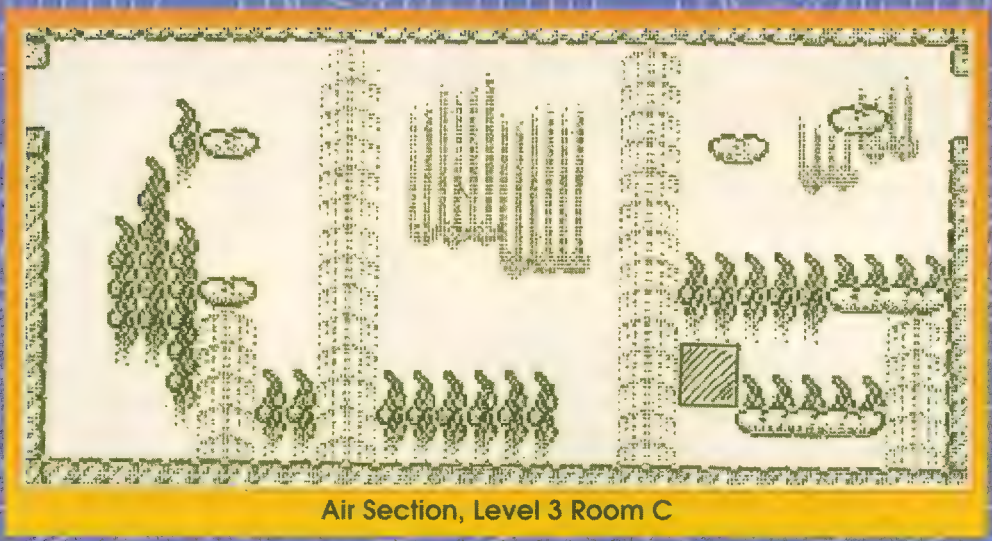


Air Section, Level 3 Room A

TAIL'GATOR

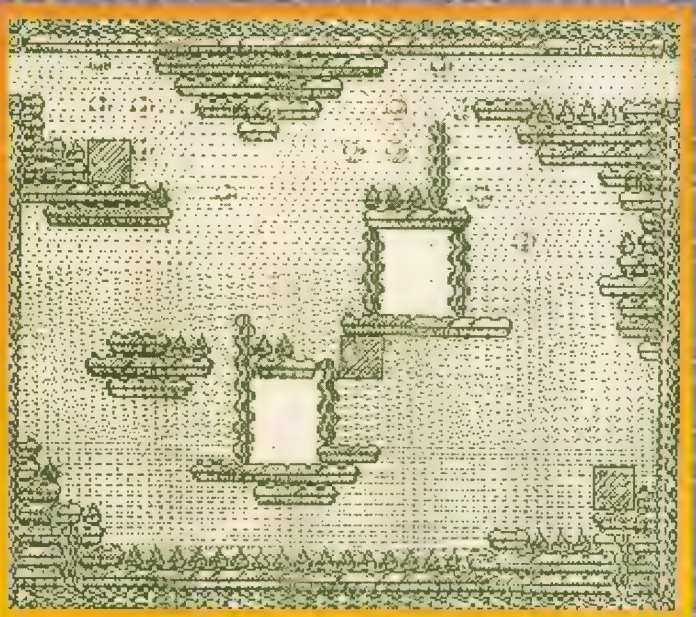


Air Section, Level 3 Room B

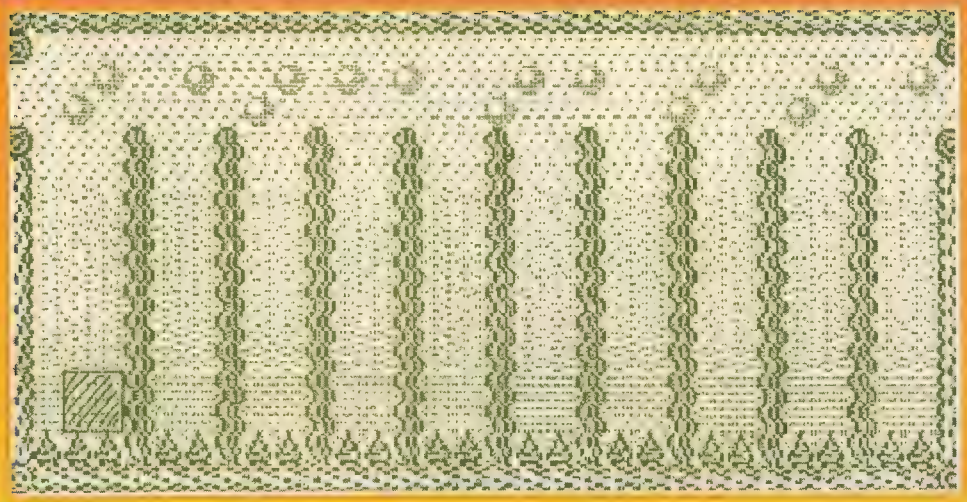


Air Section, Level 3 Room C

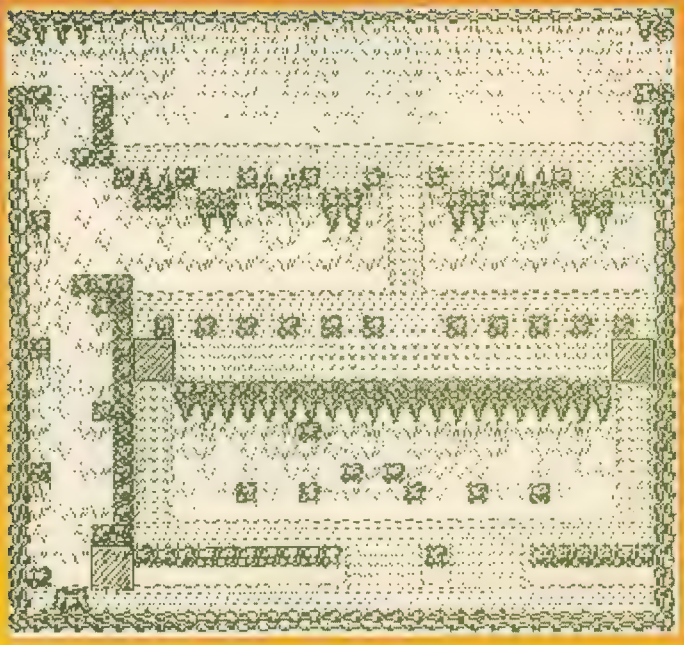
Underwater Section, Level 3 Room B



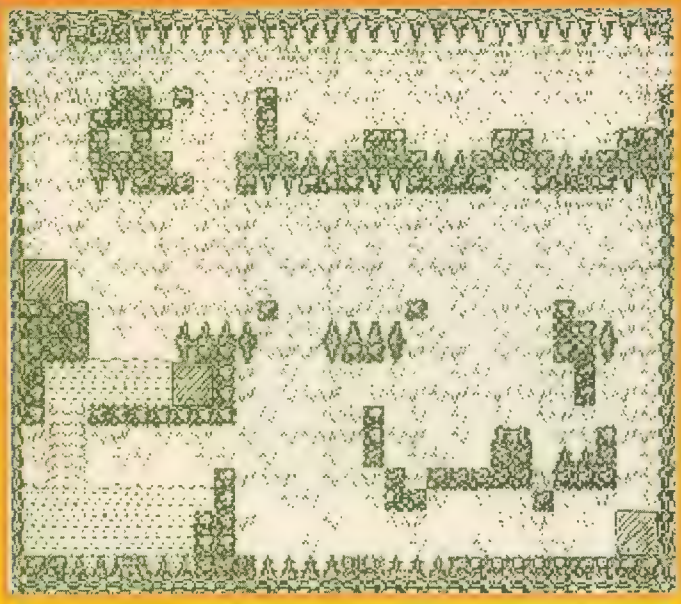
Underwater Section, Level 3 Room A



Underwater Section, Level 2 Room A



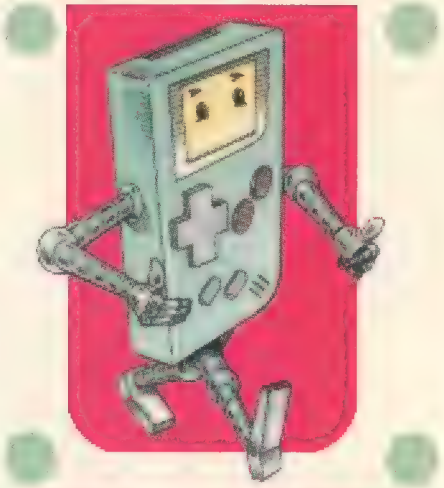
Cave Section, Level 3 Room B



Cave Section, Level 3 Room C

Cave Section, Level 3 Room D

Altered Space

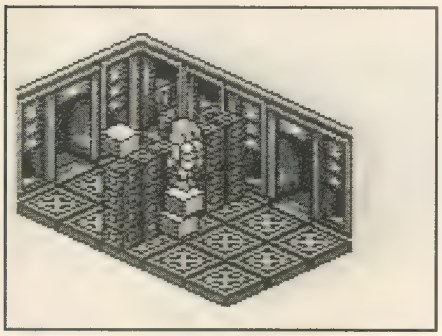


Gary Meredith

It's the second decade of the 21st century, and manned space exploration has still not gotten back on its feet. Humanity is still stuck in its own little corner of the galaxy, Earth. Nonetheless, a few scientific expeditions are venturing forth to bring back information about the outer planets. Humphrey is one of the brave adventurers, but when he awakes to find himself trapped aboard an alien spaceship, his only thoughts are of escaping and returning to his nice, safe Earth home. By accessing the aliens' computer, Humphrey learns that he's a prisoner of the Zaks, a race of creatures that travels the galaxy in search of intelligent life forms to study.

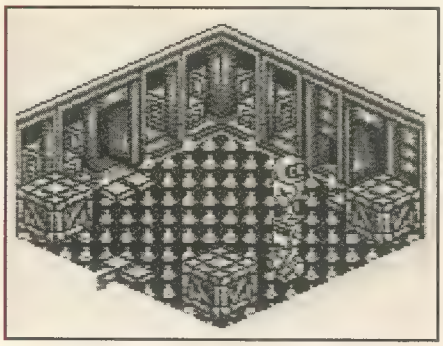
After venturing too far into deep space, Humphrey is captured by the Zaks, and taken to their ship.

As Humphrey, the hero of *Altered Space*, you must wind your way through the complex and confusing corridors and rooms of the spaceship. Your goal is to find the route to the escape capsule located somewhere at the top of the ship. Unfortunately, this spacecraft is no mysteriously deserted ghost ship. The corridors teem with the Zaks' servant robots, some of which pose no threat to you. Others are all too deadly. The ship itself also contains deadly traps and machines that await to confound you. To make it through the ship, you must figure out ways to use the objects you find in creative new ways.



The Zaks didn't allow Humphrey to keep many belongings. He'll have to use whatever he can find, such as these blocks.

Altered Space looks and plays much like the NES game *Solstice*. Each game has a unique 3-D viewpoint and a grab bag of puzzles and traps. The graphics and the depth of the game are amazing, considering the fairly small memory space available on a Game Boy cartridge. There may, in fact, seem to be too much information on the screen. The wealth of detail packed onto the screen takes some getting used to, so don't worry if you get destroyed the first few times you play.



Although many of the robots aboard the ship are quite dangerous, there are a few droids that are helpful, if you know how to use them.

Imagesoft's *Altered Space* builds an exciting game from an interesting idea. If you're tired of standard shoot-em-ups or complicated role-playing games, this outer-space adventure may be just what you're looking for.

GP

BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

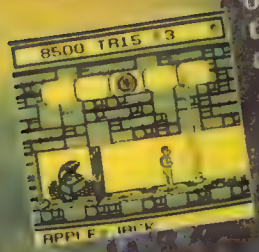
New For GAME BOY

That's right, jelly bean–loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the duo's exploits take them to the Royal Castle of Blobolonia™, on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret toonis, clever traps and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Award!



ABSOLUTE ENTERTAINMENT

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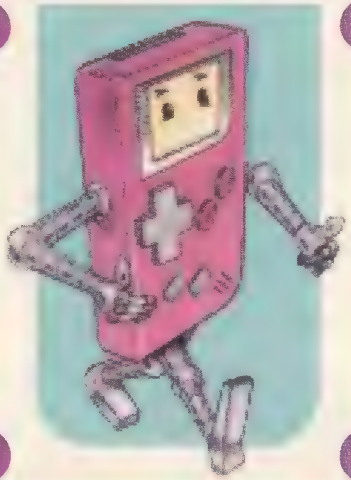
Balloon Kid



Phill Powell

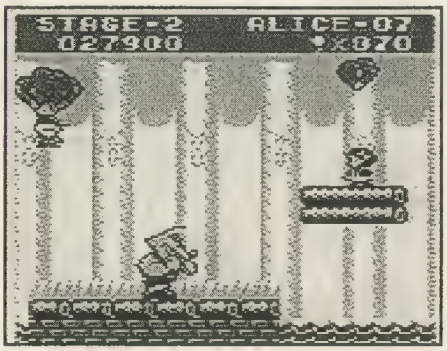
It's not easy being an older sister. Just ask Alice, the heroine of **Nintendo's** *Balloon Kid*. She certainly didn't mind taking care of Jim, her little brother, but now he's in real trouble.

It all started when the two Pencilvania kids were playing with balloons. Jim tied a string of balloons together, not realizing how much lift they had. A powerful gust of wind swept up the balloons *and* little Jim, who held on for dear life. Alice watched this sudden turn of events, terrified but unable to do anything to stop it.

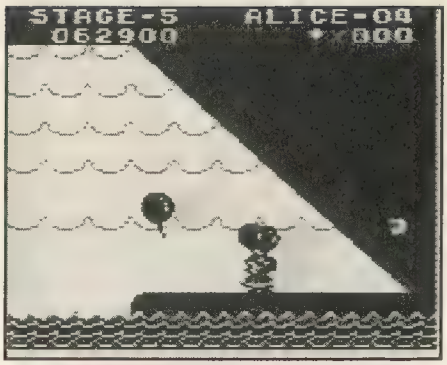
As Pencilvania looms in the background, Alice prepares to enter the Game Boy icon, and a bonus round.

She's powerless no longer. With your help, Alice must follow the trail of balloons Jim left behind to guide her. Since Jim is traveling by balloon, that's how you'll track him. You lift off from the family homestead, knowing what you must do but unsure of what you'll find along the way.

Balloon Kid scrolls to the left as you float through eight stages of aerial pursuit. Naturally, it's not as easy as just grabbing a balloon and hanging on. The skies are filled with all manner of flying creatures. They'll be trying to pop your balloon and send you crashing to earth. Between them and the obstacles blocking your path, staying afloat is no small trick.



So close and yet so far — Alice could rescue little Jim, if it weren't for this enemy in her way.



Alice has a whale of a good time exploring this stage.

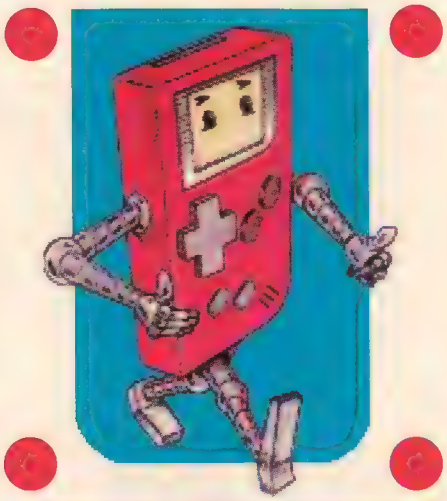
Fortunately, you're allowed to sail with two balloons and you can inflate a replacement balloon if you're on solid ground. In case you were wondering, Alice isn't limited to balloon travel. She can walk and run as long as she isn't holding a balloon. However, consider yourself forewarned: The ground level has its share of enemies, too.

For a game that looks like it was produced only for little folks, *Balloon Kid* is surprisingly challenging. In fact, if there weren't a number of power-ups available to give you extra life or invincibility, little Jim's chances for rescue wouldn't be strong enough to blow up a single balloon. As it is, though, the designers did a fine job of striking a balance between making the game too easy and too difficult.

Balloon travel is a nifty premise for a game, and *Balloon Kid* explores it well. Don't let *Balloon Kid*'s packaging fool you. Given a chance, it could easily win fans from all age groups.

GP

Battle Unit Zeoth



William R. Trotter

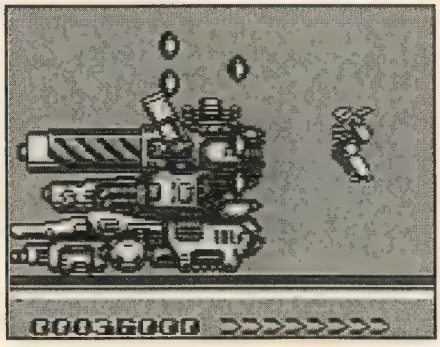
It took mankind hundreds of years to achieve peace and unity, but the earthlings only had 42 years to enjoy this blessed condition before an invasion from outer space forced them to fight again. After a long and bloody war, the metallic aliens — called Greins — seemed to have been driven away. For ten years peace reigned once more.

Zeoth's jet-pack enables the unit to soar above many of its enemies.

The humans didn't realize, however, that the Greins were not gone, but had spent that decade building a massive underground base. Now their preparations are almost ready, and soon they will unleash wave after wave of fierce metallic creatures to conquer our world.

Only one thing stands in their way: the jet-pack equipped, laser-firing Battle Unit Zeoth. Your mission is to pilot Zeoth through five stages of furious shoot-and-scroll combat, with the ultimate goal of knocking out the aliens' mechanical command base.

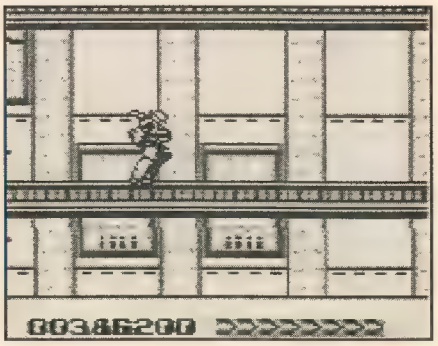
Zeoth's big advantage is mobility. Its jet-pack delivers power you can control to make Zeoth fly high above or around your many enemies. By pressing the B button and holding it, and using the A button to keep Zeoth aloft and in motion, you can dodge and blast your way through enemy forces.



Use your mobility to hit the bosses from every side; there's nothing tricky about destroying them — just keep blasting and dodging.

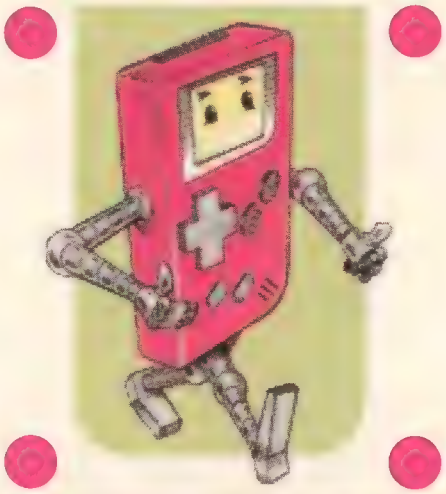
Two quick stabs on the B button unleash a devastating smart bomb that blows all enemies from the screen. Use this weapon sparingly, because each time you fire a smart bomb, it uses up two energy points. New weapons can be obtained from shooting canisters that appear. You have only one life, but you can extend it with an unlimited number of continues. Assorted backgrounds (from city streets to the heart of the Greins' underground headquarters) add plenty of variety to the different levels.

Jaleco's *Battle Unit Zeoth* is basically just another scrolling shooter — but the graphics are very good, and the animation is uncommonly smooth. There's plenty of challenge on some screens, although the stages themselves are unusually short. In fact, one of our game testers beat the *entire* game in under one hour. If you're a real pro at this kind of game, you may not feel you're getting your money's worth. On the other hand, if you're a shooter of average skill, you may enjoy it a lot. **GP**



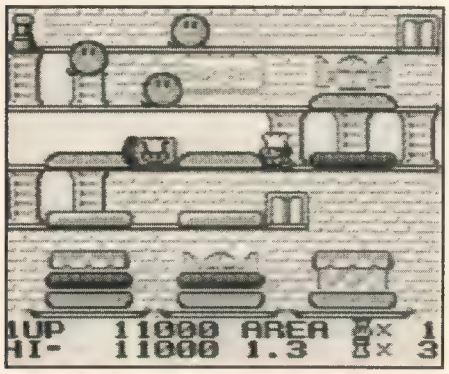
Although individual screens are challenging, the stages themselves are surprisingly short.

Burger Time Deluxe



Brian Carroll

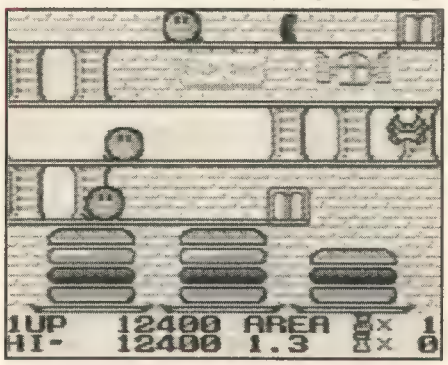
Americans have started recycling everything from shopping bags to motor oil. Reducing waste, it seems, has become a national obsession. Why, even the world of Nintendo has caught on. Case in point: **Data East's** *Burger Time*, a game from Nintendo's early days of *Donkey Kong* and *Golf*, has just been recycled as *Burger Time Deluxe* for the Game Boy. While the move isn't likely to do much to help rescue our environment, it sure makes for good gaming.



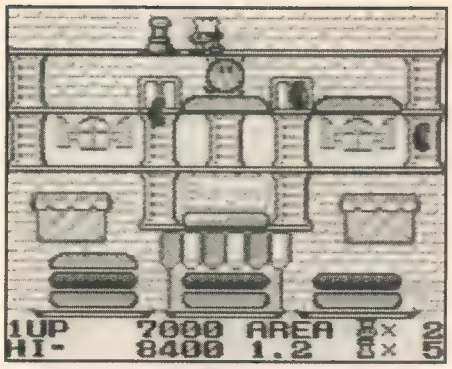
Maneuver Peter Pepper up and down the ladders and left and right across the floors. Be sure you don't get cornered by Mr. Egg, Mr. Hot Dog, or Mr. Pickle along the way.

While it benefits from a few changes to its appearance, *Burger Time Deluxe* is basically the same game as the NES version. Mr. Hot Dog, Mr. Pickle, and Mr. Egg all return to try to put burger builder Peter Pepper (try to say *that* five times quickly) permanently out of business. It's your job to dodge these sinister side orders while simultaneously serving up hamburger platters to go.

Like any good puzzle game, *Burger Time Deluxe* is addictive. Anyone who's ever wanted "just one more burger" will understand the desperate need for one more game of *Burger Time Deluxe*. That's because the stages become harder as you go through the game, making the action just challenging enough to keep you going.



When you finish preparing all of the burgers on the screen, you can move on to the next stage.



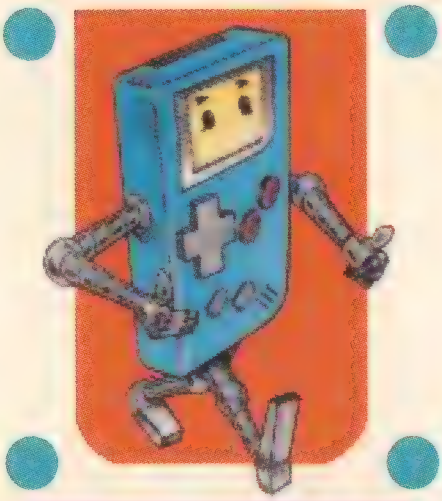
Run to the pepper shakers that appear briefly and randomly on the screen. You can use the pepper inside them to freeze your foes for a few seconds and make a clean getaway.

Burger Time Deluxe shares at least one more characteristic with other fine puzzle games—action that's fun yet simple. Your objective is to accumulate points by building burgers, knocking off pursuers, and collecting bonus items that appear briefly and randomly. You accomplish these tasks by running across the floors of each screen's fast food palace and by moving up and down the ladders that connect the floors. Walking across any piece of a burger causes it to drop one level. You move on to the next stage when each burger on the screen is stacked on its own platter on the ground floor.

As the game's story suggests, it's a nonviolent amusement suitable for gamers young and old. And with four stages in each level (and a total of seven levels), there's enough fast-moving fun, zaniness, and ground beef in this brainteaser to challenge you for hours.

GP

Caesar's Palace



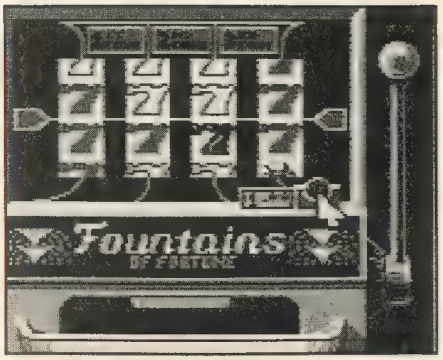
Phill Powell

If you've ever been attracted by the flash and thrill of Las Vegas, but couldn't schedule a trip out to the desert, there's now a cheap and convenient way to enjoy the casino life. Thanks to **Arcadia**, you can enter the most famous gambling den of all — *Caesar's Palace*.

Upon arrival at Caesar's, you check in at the cashier's booth. You're greeted by Suzy, who is as friendly and helpful as a real Vegas cashier. She doles out $1000 worth of complimentary chips.

After getting your stake, you're on your own. What will you play? The major casino games are represented here: blackjack, roulette, and poker. Of course, what casino would be complete without the famous one-armed bandit slot machines or the spinning wheel of fortune? You're free to roam around and enjoy them all.

That's one of the most enjoyable aspects of spending some time at this Caesar's Palace. You control the pace, and you choose the activities. If you only want to do a little gambling, fine. If you want to spin the wheel until the cows come home, well, that's okay, too. It's a nice change from tightly structured games that demand you perform one task after another without a break.



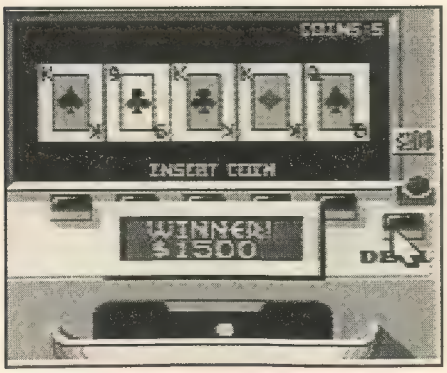
The slot machines can accomodate bets ranging from one dollar to five hundred.

The game's clean design is another plus. It's fairly easy to place bets of various sizes, a procedure that could have been made needlessly complicated. Here it takes a minimum amount of effort to place your wager.

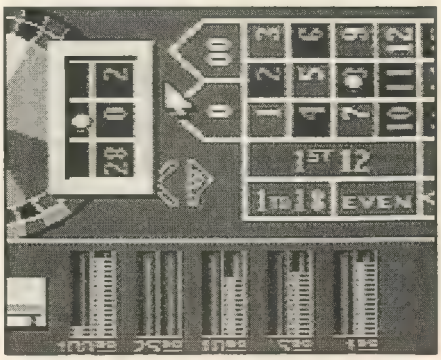
The graphics are well-done, too, and the designers have thought of everything. The casino even has clever touches like working restrooms. (Approach one of them and press any button. You'll hear a tiny electronic flush.)

Also, you'll find a slight but noticeable difference in how you leave Caesar's Palace when your game is over. If you've won big, your helpful cashier will call a taxi to pick you up. If you've lost your shirt, Suzy will arrange less glamorous bus transportation for you. Whether you ride away a king or a pauper, you're apt to enjoy *Caesar's Palace*, the only casino that lets you play for free.

GP



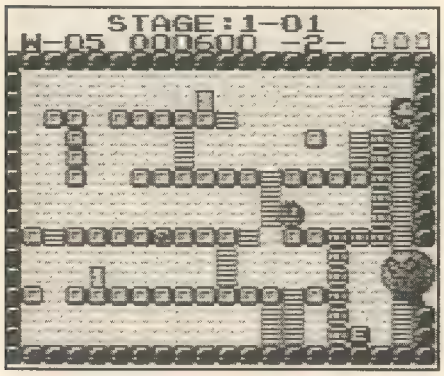
These three kings of five card draw will triple your money at Caesar's Palace.



Roulette's a risky business, and zero's the winning number in this round.

Cyraid

We're seeing more puzzle games that don't look like puzzle games. Many of these titles have characters and action that disguise the fact that they're brainteasers.

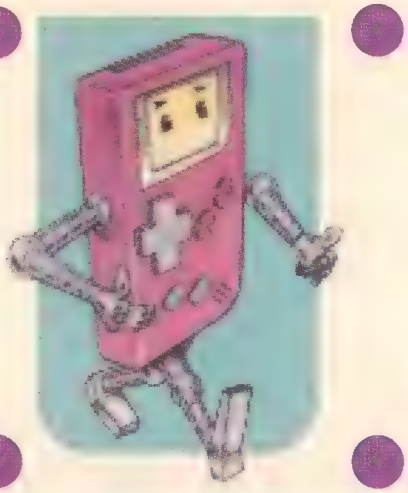


It's better to wait until the big guy at the bottom right leaves the screen before you climb down the ladder to the Energy Capsule.

Take *Cyraid*, for example. **Nexoft's** maze adventure contains a hero, a mad scientist, and a fort to capture. There's even a robot army devoted to the mad scientist's plan for world domination. Still, *Cyraid* is a puzzle game. It's a good one, too.

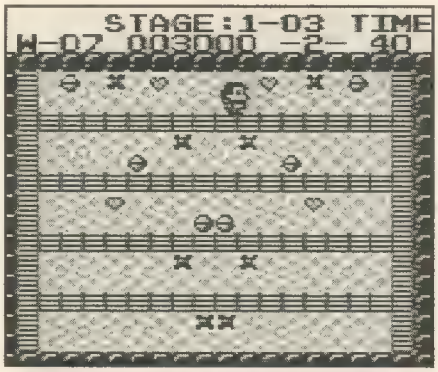
The story takes us 1,100 years into the future. Everything's peaceful until the twisted Professor Rogue builds his base of operations...the Cyraid. Here he starts assembling the robots that will serve as his soldiers.

Before the bad doctor can unleash his mechanical troops, however, the Earth Federation learns that trouble is brewing. If two players invade the Cyraid (with the help of the video link cable), then two of Earth's finest special agents will be sent to shut down the Professor's castle of doom. If the one-player game of *Cyraid* is selected, one super agent will have to get the job done by himself.



Phill Powell

This amounts to exploring

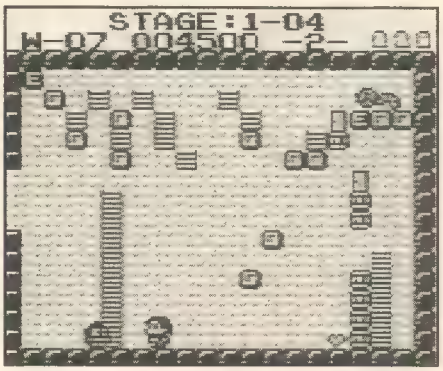


Grab everything you can in the Bonus Round. It doesn't last long.

all the many rooms of the fortress, and seizing the Energy Capsules contained within. Each room is laid out differently, with platforms and floors constructed of blocks.

You couldn't successfully complete any of the rooms without the ladder segments you find. Since you can't leap at all, climbing ladders is the main way you can move up to a higher level of blocks. Each room also has a special doorway. Go in these doors and you'll come out in another part of the room.

Of course, you also have the



If you never thought a ladder could be used as a deadly weapon, look at the job it does on the pesky robot to the left.

robot soldiers to worry about. You can destroy the Professor's creations by sliding ladders into them. Other than your ladders, though, you really don't have any weapons.

That's where the puzzle-solving strategy of *Cyraid* comes in. There are two things to keep in mind: 1) where you're going and 2) what's trying to stop you from getting there. This is an amusing game that really draws you into both its puzzle and its action.

GP

"...it's just as addicting as *Tetris.*™"
— Nintendo Power™ May/June 1990

GET READY FOR
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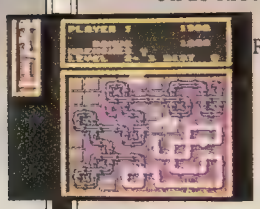
WHAT IF YOU HAD A WHOLE WAREHOUSE FULL OF PLUMBING PARTS COMING AT YOU? AND YOU HAD TO BUILD A HUGE PIPELINE OUT OF THEM? WHAT IF THERE WAS A BIG PUDDLE OF SLIMY GREEN STUFF CALLED *FLOOZ?* AND IT WAS RUNNING THROUGH THE PIPES *RIGHT* BEHIND YOU? WELL, THAT'S THE WHOLE IDEA BEHIND *PIPE DREAM.* IT HAS BASIC, EXPERT, AND TWO-PLAYER MODES. IT HAS 256 LEVELS TO GET INTO. AND YOU GET BONUS ROUNDS EVERY FOUR LEVELS. YOU ALREADY KNOW WHAT *NINTENDO POWER* MAGAZINE SAYS ABOUT IT. BUT THERE'S ONLY ONE WAY TO SEE HOW INTENSE *PIPE DREAM* REALLY IS. GO DOWN TO YOUR NES®/GAME BOY™ DEALER AND SEE FOR YOURSELF.



It takes about five seconds to get the idea. It can take a lifetime to get good at it. Really good.

BULLET-PROOF SOFTWARE™

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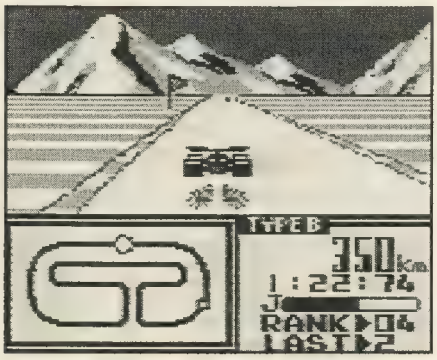
F-1 Race

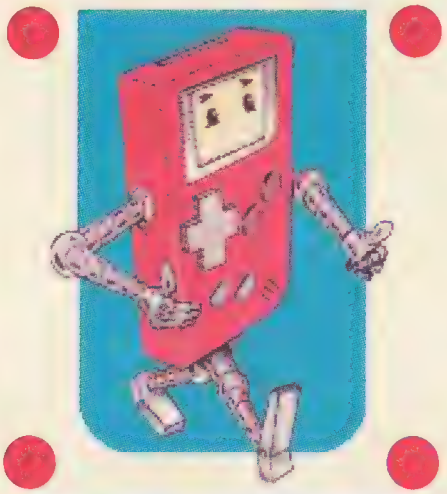
intendo has done a flawless job of re-creating Formula One racing for the Game Box. *F-1 Race* features fourteen tracks from as many different countries. You have to win at each track before you can progress to the next.



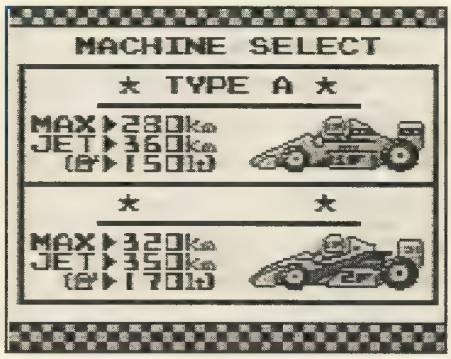
This straightaway on the Canadian track gives you a good opportunity to burn some nitro fuel.

You have a choice of two cars, A and B. You'll find that Car A has a slower maximum speed, although its boosting power is greater. The boost comes from your nitro jets. Each car carries either 60 or 70 liters of nitro fuel. Pushing up on the controller pad causes this rocket power to kick in. It's got enough extra push to get you by most of the nine other cars sharing the track with you. Of course, 60 or 70 liters of fuel won't last an entire race, so there's value in knowing when to blast off. In general, straightaways are the best places to use your nitro reserves.

When each race begins, you're at the back of the pack: You've got exactly two laps to better your position. This means clawing your way through the competition while avoiding the obstacles on the sides of the track. The courses themselves are curvy and complex. You'll find everything on them from gradual, easy curves for which you won't even need to slow down, to 90-degree slow-down-or-die turns.



Phill Powell

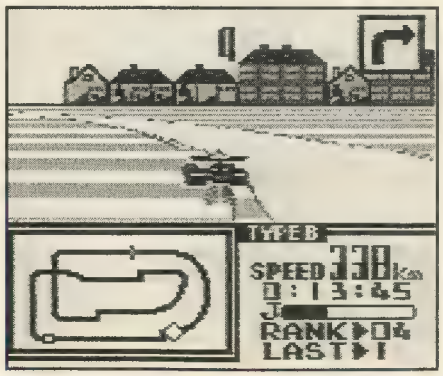


Although Car A can't run head-to-head with Car B, there are some circumstances where you'll want to choose the slower, but better-handling, machine.

The graphics give you a clear view from behind your vehicle, as if you were looking over the back of your car. The game screen also shows an aerial picture of the entire track with symbols for you and the current leader. This helps you know how far you're away from the number one slot.

F-1 Race not only looks good and plays excitingly, but it also sounds great—the accelerating whine of the nitro rockets is particularly effective.

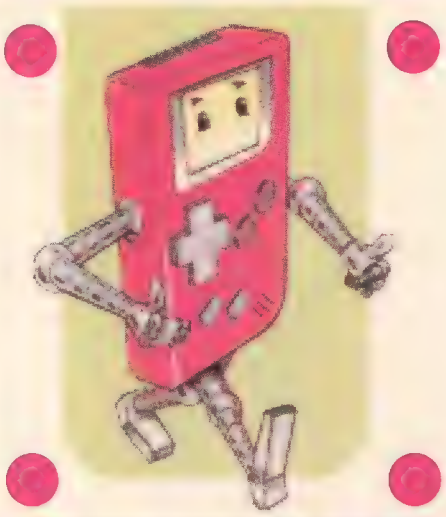
One of the game's several variations is the four-player game, which can be used with Nintendo's new four-player adaptor. (We'll be reviewing it in an upcoming issue.) As for the one-player game: If you possess any interest at all in auto racing games, you owe it to yourself to test-drive *F-1 Race*. You don't want to miss this one.



The twisty, curvy Portuguese course dishes out one turn after another.

GP

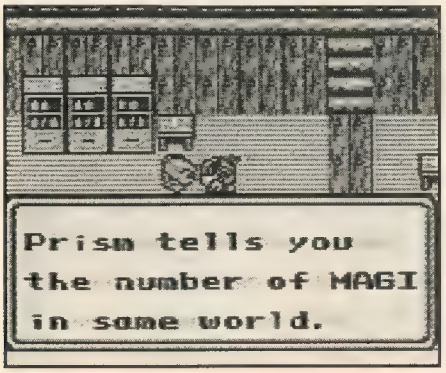
Final Fantasy Legend II



Phill Powell

There's no lack of interest in role-playing games. These adventures attract hordes of followers, who remain steadfastly loyal to quests like **Square Soft's** *Final Fantasy Legend.*

To understand the story behind the new sequel, *Final Fantasy Legend II*, you've got to travel back to the time of the ancient gods.



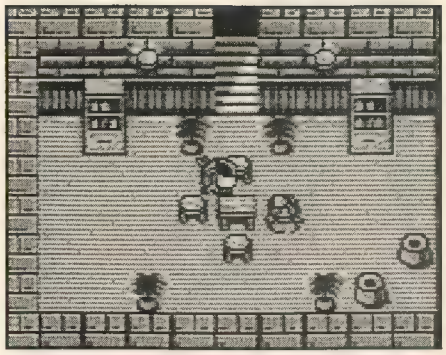
You say your tearful goodbyes to everyone in your village, including your schoolteacher.

According to legend, the ancient gods left behind an enormously strong power, known as magi. Before they journeyed away from our world, the ancient gods split this force into 77 pieces, which were scattered everywhere. The person who is able to reassemble the pieces will be given use of the incredible magi power.

You have one of the 77 pieces. It was given to you by your father before he left on a quest of his own. You now believe that seeking the other 76 pieces of the magi force will help you locate your father.

So you set out from your village, leaving behind family and friends as you undertake your noble quest. You have nine entire worlds to explore in *Final Fantasy Legend II*. Before you can exit one world and enter another, however, you must have accumulated all the magi power available in that area.

Here's where you select the race of your party leader. A press of the A button is all it takes.



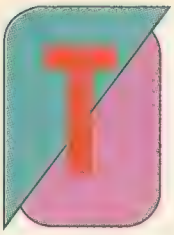
Note the rich detail in the backgrounds. *Final Fantasy Legend II* boasts better graphics than the first Game Boy *FFL*.

Keeping track of where you've been and what you've accomplished might be a big job in a game of this scope. To give you some support on your quest, the designers have built in a couple of helpful devices. One is a memo function, which lets you record useful information about your journey. Another nice touch is the game's save feature. This lets you save up to three separate games, and even has a save counter so you can tell which saved game is which.

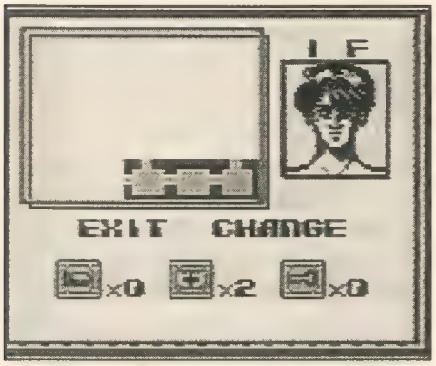
Players of *Final Fantasy Legend* will notice spiffier graphics in the sequel. More importantly, though, the new game has a great story that *FFL* fans should find entrancing. And if they do, it's a safe bet that this won't be the final *Final Fantasy Legend*.

GP

Fortified Zone



he dark of night, in the skies above an enemy fortress. Two elite commandos, one male and one female, enter the area by means of camouflaged gliders. Their mission is to move to

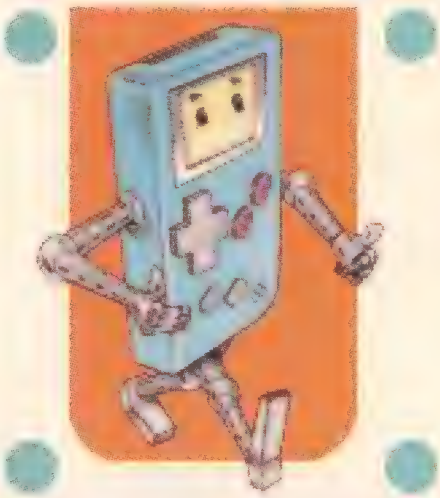


The auto-mapping feature is a thoughtful plus and one that many players will appreciate.

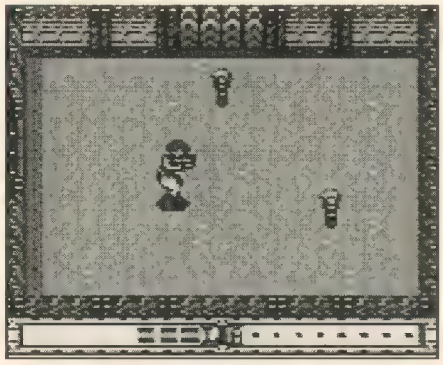
the heart of the enemy fortress and destroy it.

To do that, they must pass through the Fortified Zone, a deadly and heavily guarded maze that winds through fields, jungles and underground caverns. If they survive this perilous trek, they'll reach their final target: the underground dungeon. If they destroy this area, the entire fortress will collapse.

Jaleco's *Fortified Zone* is similar to two NES games, but with important differences. It's easier to play than *Contra* and not nearly as quirky and complicated as *Metal Gear*. The male commando is a shooting specialist, while his partner specializes in speed and agility. In order to get inside the Fortified



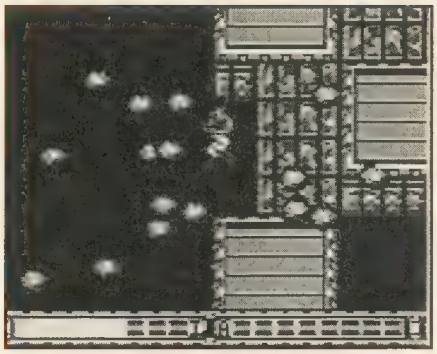
William R. Trotter



One of the main ingredients of your strategy is choosing when to use the male agent and when to use the female.

Zone, you'll need to figure out which character to use in which situations.

In the two-player mode, each character takes a different path through the mazes, sometimes crossing paths with the other agent, sometimes taking a totally different route, with neither player knowing quite what is happening to the other. This feature adds a nice element of surprise.



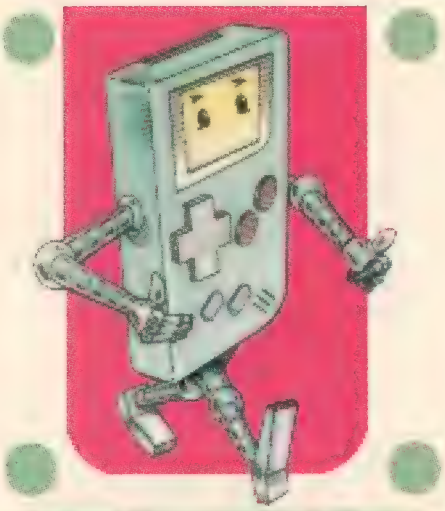
Stay close to the wall and shoot at the unseen gun just ahead — that's how you clear stage one.

However you choose to play, there is a handy auto-mapping feature that lets you see at a glance how much of a given stage you have cleared.

The difficulty level of *Fortified Zone* is about average; most of the traps and ambushes are fairly straightforward, and the maze element doesn't play dirty tricks on you. The graphics and sound are as good as they need to be, and the overall tempo of the game is reasonable. *Fortified Zone* may not pose much of a challenge for hardcore combat fans, but for players looking for an enjoyable mission, it definitely has its attractions.

GP

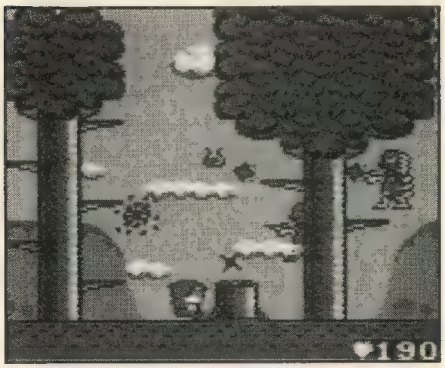
Maru's Mission



Richard Lashley

There's nothing like walking with your sweetheart in the park. The crisp, clean air blows through your hair, while leaves crackle underfoot. From out of nowhere, a thug hits you from behind and drags off your girl.

In **Jaleco's** *Maru's Mission*, a romantic stroll in Central Park turns into a horror story for Maru and his girlfriend, Cori.



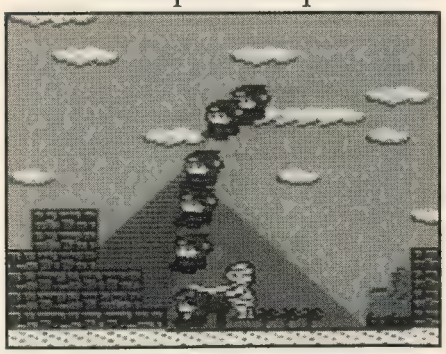
Maru's Mission starts in a dark forest where crazed creatures lurk in the shadows. You need a quick trigger finger to survive in these enchanted woods.

Maru may be just a small boy in a grownup's world, but his mysterious foe has bitten off more than he can chew. Maru wants Cori back *now*. Their innocent walk in the park quickly escalates into a rescue mission winding through six countries.

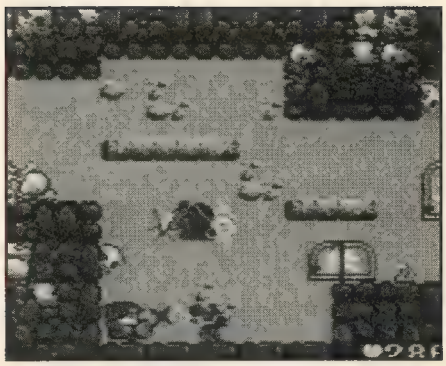
Luckily for Maru, there are many helpful resources along the way. One resource is that you begin with 200 life points out of a possible 999. To build up your life meter, shoot your enemies to transform them into bubbles containing life energy.

Grab invincibility symbols (shaped like wagons) to shield your life energy. An invincibility power-up allows you, for a short period of time, to walk through your opponents like a ghost. This enables you to destroy them easily.

Power-ups for firepower are also a welcome sight. Some of them add a destructive sonic wave to your bag of tricks. Other power-ups let you fire a three-pronged shot or enemy-seeking missiles. These power-ups make your global chase a lot easier.



In stage four, the Magic Scroll turns the odds in your favor among the sand-blown pyramids of Egypt. The scroll splits Maru into multiple images that swoop down on enemies.



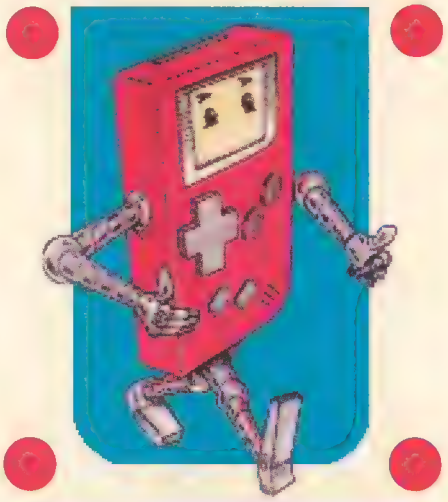
Nioh, the boss of stage five, really loses his head over certain people — like you. Move fast to dodge the boulders that spew out of his neck. Jump on the ledges, fire a few shots at his head, then *move*.

One thing that's not easy about *Maru's Mission* is *seeing* it. The characters blur against the background when they move. The tiny size of the characters also makes it difficult to follow the action. This really becomes a problem when many enemies attack you. It's easy to lose track of Maru's location in the confusion of his shots and movements.

Although *Maru's Mission* certainly doesn't explore the full capabilities of the Game Boy format, it does offer an interesting plot. However, take this game for a test run before adding it to your collection.

GP

Radar Mission



William R. Trotter

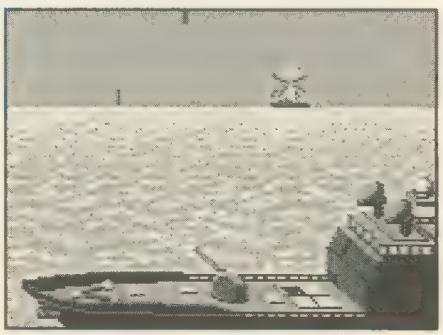
Most kids, at one time or another, have played Battleship. Remember Battleship? You and a friend each take a sheet of notebook paper, rule the sheets off into 10-by-10 grids, number the squares on one side and use letters on the other. Then you position your fleet (blocking off four squares for a battleship, two for a destroyer, etc.), and call out where you want your shots to land on the other person's grid. For example, you might call out "B-Five." Your opponent would respond by saying either "Hit" or "Miss."

Superb graphics and action make this game a winner.

Nintendo's *Radar Mission* takes the power and graphics of the Game Boy, applies them to this classic game, and comes up with an attractive, smooth-playing game of naval strategy.

The most delightful aspect of *Radar Mission* is its graphics: the little ships really look like ships, missiles hurtle through the air in graceful arcs, waterspouts mark near-misses, and thunderous explosions tell you when you've scored a hit. Sinking ships go down dramatically, and damaged ships show smoking holes through which you can see the waters below.

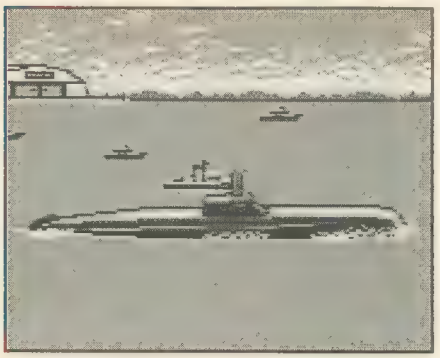
Scattered throughout the grid are bonus squares. Hit one, and your next shot becomes especially destructive. Your powerful bonus shot can sink, rather than merely damage, any target it hits.



"Lucky squares" yield bonus firepower, such as this impressive salvo of five missiles.

There are some fine sound effects, too: whistling missiles, swishing waves, splashes, explosions, gurgles, and a well-tailored soundtrack that starts off calmly, but gradually gets faster and more tense as the battle nears its finish.

You can play against the computer (a tough opponent), or, by using the video link, compete with another human opponent. Playing against a friend is probably the most fun.



There's a bonus game — a fast-moving submarine shooter that also plays well and has excellent graphics.

To make this an even better value, there's also a second war game on the cartridge. This one pits submarines against each other and against surface targets. Hats off to Nintendo for creating two of the best battle strategy games available for this system, and putting them both in *Radar Mission*.

GP

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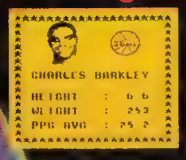

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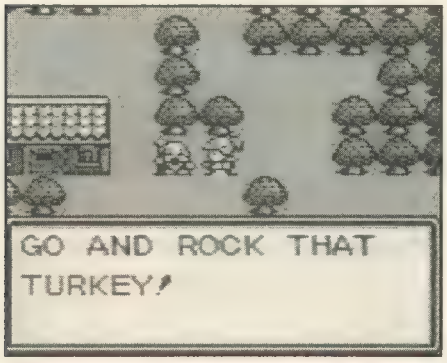
Rolan's Curse

Jeff Lundrigan

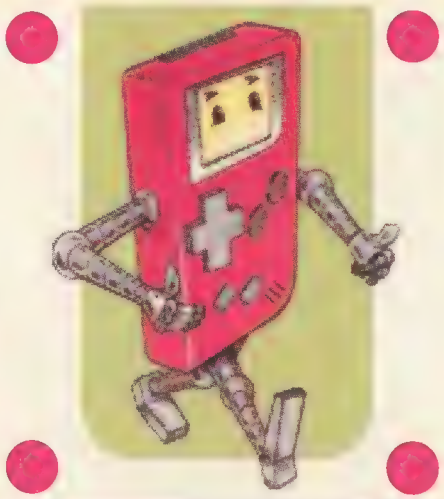
Rolan was a peaceful and happy kingdom. The evil wizard Barius, Lord of Demons, was imprisoned hundreds of years ago, locked up safely in his castle. Things changed, however, when Barius was accidentally freed. His anger knew no bounds. Barius cursed the land of Rolan and promised to make its people suffer for as long as he ruled over them.

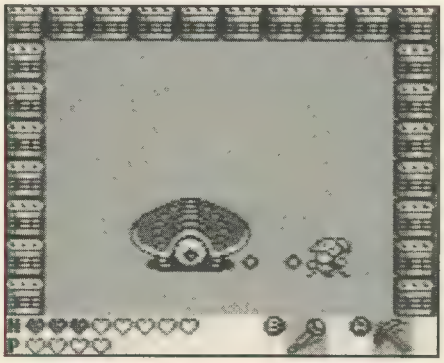


The villagers will give advice if you talk to them, and you'll always find a Potion of Life in the village chest.

In this darkest hour, there are still a few brave warriors who can make a stand against Barius. You're one of them, and you can play with a friend if you've got a video link cable. The two of you set out for the castle, fighting your way through scores of evil creatures at every turn.

American Sammy's *Rolan's Curse* has five stages, each of which has different sections you'll have to work your way through. In the last section of each stage you fight — you guessed it — a boss monster.

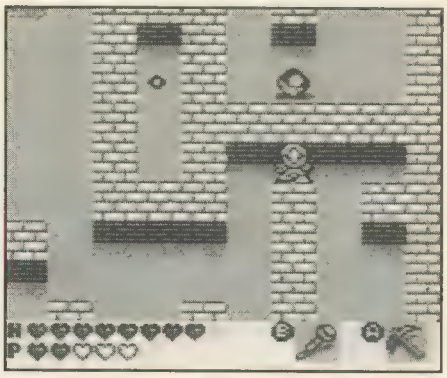




All the bosses have patterns, and they never change them. The first two bosses even have safe spots where you can stand without being hit.

You've got to beat him to continue.

At the start of the game, you're equipped with only a sword and a few points of life energy, but finding additional life and more powerful weapons isn't difficult. A number of other special items, like shields and the boss-blasting Power Crystal, are also available. Remember, though, that you can only carry one item at a time.



Enemies will sometimes drop items when killed. Even the Power Crystal turns up once in a while. Better hurry — dropped items disappear quickly.

You uncover items by opening chests. Also, some enemies will drop items when defeated. You'll find that an enemy will almost always drop the same item at one spot. Since enemies usually reappear after a short time, it's possible to build up large amounts of energy by grabbing an item, waiting for the enemy to reappear, then killing it again.

While *Rolan's Curse* looks a little like a role-playing game, there aren't any puzzles or riddles to solve. It's really an action-strategy game, but since you can only carry one thing at a time, there is a lot of wandering around to find the items you want. *Rolan's Curse* is not very difficult, and probably won't be much of a challenge to anyone but the beginning game player.

GP

DICK TRACY

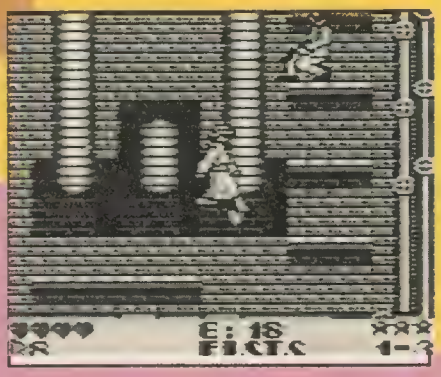
ick Tracy's been fighting crime for decades, and the comic strip hero is still putting the bad guys on the run.

Bandai's *Dick Tracy* features the same colorful heroes and villains brought to life in the funny papers and in the recent blockbuster movie. The story line here differs from the movie, though.

It begins with Big Boy's escape from prison, arranged with the help of his lawbreaking buddies: Pruneface, The Brow, and Flattop, just to name a few. With the crime boss sprung from jail, Chicago's a wide-open town.

Tracy starts his investigation by tracking down each of Big Boy's associates, hoping to pick up information concerningthe head gangster's whereabouts. Detective work in the form of puzzles and picture clues help put Tracy on the right track.

Dick Tracy features a number of levels, and the scrolling action requires you to put each of the bizarre criminals out of business. Tracy's girlfriend, Tess Trueheart, is being held captive by these goons, and that should be enough incentive to punch and shoot through the lot of them.



FISH DUDE

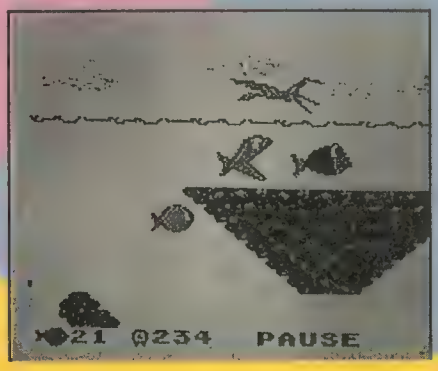
he law of the jungle holds true underwater. If you remain a little fish, you're going to get gobbled up by a bigger fish.

That's the idea behind **Sofel's** *Fish Dude*. As Fish Dude, you're somewhere in the middle of the food chain, size-wise. So while you're trying to find a filling meal yourself, you're also being eyed by the other undersea predators that populate this action game.

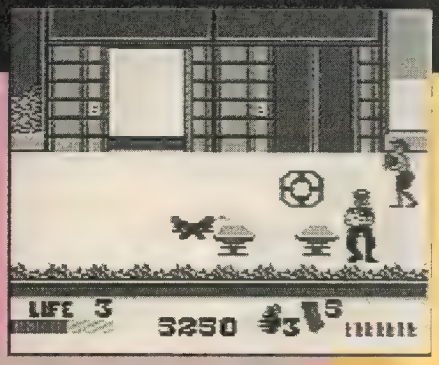
Aside from the fish that chase Fish Dude, there are also hungry seagulls that turn up and swoop down at you. Additionally, you'll have to learn to deal with the cats that float by in their sailboats, no doubt looking for a fish dinner.

If you've gotten the impression that this is a completely uncaring, fish-eat-fish world, keep in mind that Fish Dude has pals that will come to his aid. A friendly octopus named, appropriately enough, Octo Dude, is particularly helpful in keeping you out of the jaws of bigger fish.

The makers of *Fish Dude* expect the game to be enjoyable for all age groups, whether the players have gills or not.



THE PUNISHER



Yeah, the Punisher's a bad dude, but he's not a bad guy. In fact, he puts bad guys out of business. He's currently trying to put the screws to Jigsaw, who oversees a huge drug running operation.

Unfortunately, it's difficult to get to Jigsaw. Like most creeps of his kind, he's well-insulated from do-gooders such as the Punisher. Fair enough — if taking Jigsaw down means disassembling his entire filthy gang, so be it.

LJN's *The Punisher* presents a city under siege by lowlifes of every description. No longer are the criminals content to control the seedier parts of town. They've moved into "safe" areas, too, like malls and supermarkets.

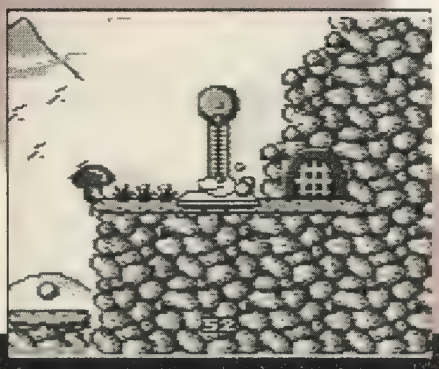
There's no innocent-until-proven-guilty here. You just have to blast'em and get past'em, because you can bet there are more criminals on the way.

The game scrolls from left to right, and shows the action from the Punisher's perspective. Since the action takes place in normally busy areas, there are innocent bystanders to protect. Make sure you don't accidentally gun them down during your shooting frenzies.

Power-ups help boost your firepower and resistance to attack. Players should also look for a cameo visit by another major comic book star, who just happens to be passing through.

SNEAKY SNAKES

The title of **Tradewest's** new game, *Sneaky Snakes*, is almost misleading. Instead of their usual roles as tricky, untrustworthy creatures, snakes are the heroes of this adventure. Sure, their names are Atilla and Genghis, but that's where any similarities to barbarians end.



Sneaky Snakes really a rescue mission. The two snakes (both appear only in the two-player game; otherwise, you control just one of the serpents) are out to save Sonia Snake, who's in the clutches of the dreaded nasty Nibbler. Naturally, it wouldn't be much of a game if you could rescue her immediately, so you'll have to work for that honor.

Your snake slithers around looking for food while avoiding attack from annoying pests. The food products you eat are called Nibbley Pibbley's, and they come in a variety of forms, depending on which of the sixteen levels you're on. You're not just eating these foodstuffs to satisfy your hunger, either. You can't exit from each level until you weigh a certain amount.

Sneaky Snakes is based on the NES game *Snake Rattle N Roll*. As in that earlier version, you can find a number of warp zones that transport you to different levels, and bonus areas where you can boost your score.

SPUD'S ADVENTURE

Spud the Wanderer is noble indeed. Not only is he young and strong, but he's also a good source of carbohydrates. Spud's brave and clever, too. Not bad for a common potato.

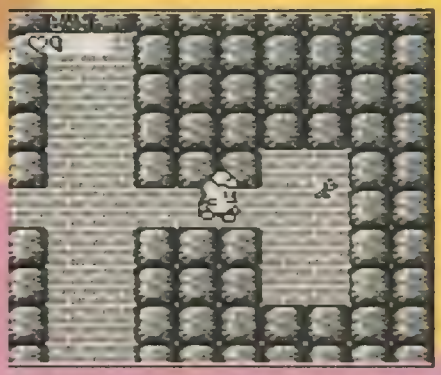
Welcome to the Vegetable Kingdom, where **Atlus's** *Spud's Adventure* takes place. In this role-playing game, Spud undertakes a mission of vital importance to the vegetables around him.

Good King Vegitan's daughter has been kidnapped. Many of the king's subjects have taken up the cause and marched off to find Princess Mato. None of these brave souls has returned.

The Princess is being held in the Far Tower, which is controlled by the blackhearted Lord Devi. The tower contains four levels, each one guarded by a fearsome Kitchen Boss.

Spud shouldn't get too discouraged, however. The tower also holds vegetables willing to help Spud in his search for Princess Mato.

Spud's Adventure lets players choose between the standard one-player adventure, a two-player game, and a Password Mode. Players can keep track of Spud's progress and health with the Status Screen.



TORPEDO RANGE

If games of naval pursuit and battle are more to your liking, **Romstar** will soon be taking players into the deep waters with *Torpedo Range*.

The game offers a global perspective on submarine warfare, since it includes battles to be fought all around the world. You only need to press the B button to see a complete map of the world which indicates where enemy fleets are.

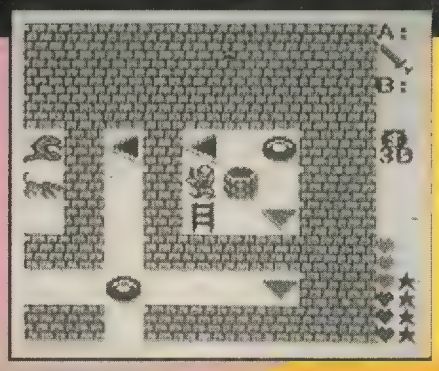
When the game begins, you choose which nation you wish to represent. There are six countries in all, including Japan, Great Britain, and the United States. Once you choose your nationality, you leave from that country's naval base.

Your view while sailing is limited to the immediate area around you. Helpful screen prompts point you in the direction you should travel.

Even more valuable is the Information Screen. Not only does the Information Screen tell you how many points and life units you have, but it also lets you know how well you're stocked with weapons.

That's important, too, since the only thing worse than taking on a fleet of battleships is trying to beat them with an unknown number of weapons at your command.

ULTIMA: RUNES OF VIRTUE



he Ultima series includes some of the most respected and popular computer and videogames ever produced. These games are intense role-playing adventures similar to the Dungeons & Dragons board games.

FCI is currently releasing *Ultima: Runes of Virtue*, the first Ultima adventure for the Game Boy. Unlike earlier video games that were translated from Ultima computer games, *Ultima: Runes of Virtue* is an entirely new game, designed specifically for the Game Boy by the people who created the computer versions.

The setting is the land of Brittania, which has more than its share of frightening monsters and marvelous treasures. You assume the role of one of four characters: fighter, bard, ranger, or magician. The prize you seek on your quest is a set of eight hidden runes. These runes are tiles that have mystical powers, the likes of which the world has never seen.

Ultima: Runes of Virtue can be played by one or two people. If played by one person, the game will feature more than 150 levels. The two-player game, using the video link cable, has 80 levels. Additionally, this Game Boy cartridge will have a battery backup, so games can be saved and rejoined at a later time.

WHO FRAMED ROGER RABBIT

ovies are often turned into videogames. Therefore, it came as no great surprise to see the hit 1988 movie *Who Framed Roger Rabbit* appear as an NES game. The movie's plot seemed custom-made for videogame treatment: A cartoon rabbit, in a town full of other cartoon characters, must solve a mystery. The crime is murder, and the bunny had *better* solve it. If he doesn't, he's going to get framed for the evil deed.

The story is essentially the same in **Capcom's** Game Boy version of *Who Framed Roger Rabbit*. The game begins with an urgent phone call from Roger's boss, studio chief Marvin Acme. Acme informs Roger of the plans to shut Toontown down. If Toontown is lost, so are its lovable cartoon characters. Roger's got a lot of work to do, what with saving his animated pals and exposing the true villain of the story.

You control Roger's movements and decide where his sleuthing should take him next. Toontown's a fairly large place, and you could spend a long time exploring it. Luckily, you encounter a number of characters who give you advice and directions. Roger also gets help from the power-ups and weapons he finds at various points in the game.

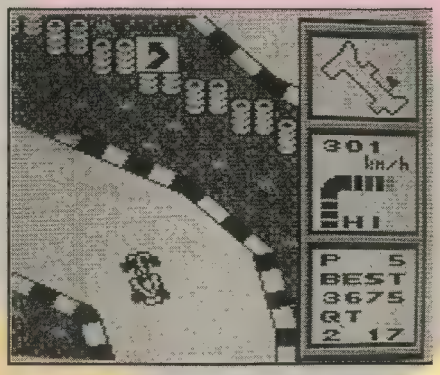
WORLD CIRCUIT SERIES

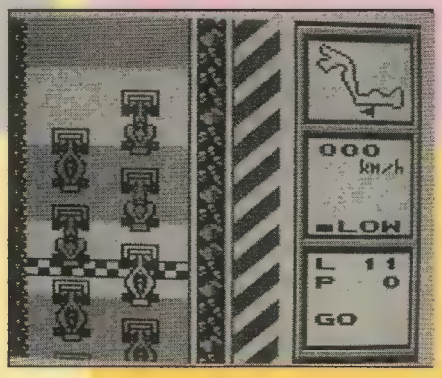
Formula One is the name given to the sleekest, fastest kind of auto racing. These are the insect-like cars that sit low to the ground and top out at over 200 miles per hour. It's not without its dangers, either. Accidents can quickly become fatalities in Formula One.

Now you can experience this world, without having to worry if you're about to flip over a fence or wind up at the bottom of a five car pile-up. **Ultra's** *World Circuit Series* brings you an entire circuit of racing events —26 of them, to be exact.

Before each race, players (up to four people can play *World Circuit Series*) pick out their automobiles. The mean machines can then be customized to match your idea of peak racing performance.

The screen you view while racing shows your car and its immediate position from above. There's also a map that gives you the entire layout of the track you're on. A direction indicator at the top of the screen flashes arrows to prepare you for upcoming turns. Players will also have to make regular pit stops to take on fuel and tires.





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ADVERTISER'S INDEX

Absolute	61	Irem	BC
Acclaim	1FC,73	Meldac	19
American Sammy	5	Namco	15
Bullet-Proof Software	21,67	Triffix	1
Capcom	1BC	Vic Tokai	7
Data East	11	Virgin Master-tronic	9
Electro Brain	17,61	Ultimate Game Club	79

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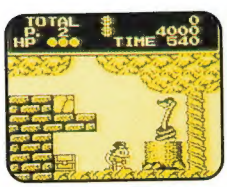
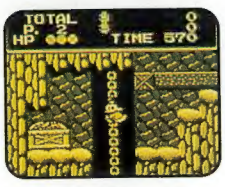
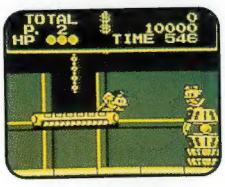


Better pogo jump this snake, or he's going to get too close for comfort.



Be sharp! The world's biggest diamond is buried here.



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